$2.00

★ The AVALON HILL
GENERAL

Avalon Hill Philosophy Part 70

LOOKING AHEAD

1978 has not been a particularly productive year for our R & D department, judging from our almost total lack of new titles this past calendar year. New wargame titles were limited to the spring releases of *CRETE, SUBMARINE,* and *NAPOLEON*—all of which were actually late 1977 projects, and the summer release of *CROSS OF IRON.* This meant that we delivered only one of eight titles "promised" for July, 1977. Why is it that six months later we have still delivered only 1 of 8? What happened? Why? When will these games become available, if ever? These are just a few of the questions you might be asking.

The excuses are many and varied, but in general, they can be summarized very simply as a matter of everyone becoming too obsessed with perfection and the magnitude of their own projects. Even I, who *did* meet a deadline in having *CROSS OF IRON* ready for ORIGINS, overstepped the bounds of good sense in constantly revising the *SQUAD LEADER* gamette to encompass every conceivable facet of war on the Eastern Font. The vehicular O of B was doubled and then trebled in an attempt to include virtually every significant vehicle which saw action. Envisioned simple rules became an entire new armor system, tightly packed into a 36 page rulebook. *CROSS OF IRON* became not just a gamette, but a culmination of an entire game system, enabling virtually any situation to be simulated. Getting it out in time for ORIGINS meant 12 hour days, 7 day weeks, and an absolute abandonment of other daily responsibilities. It also meant the inevitable last minute errors. Cleaning up those errors for the 2nd edition, catching up with unanswered mail, and *GENERAL* editions far behind schedule has resulted in bringing work on the other gamettes to a screaming halt. The lateness of this very issue is proof positive of the damage done to the publication schedule. THE GENERAL, for all practical purposes, is a one man operation, and when I'm not available to edit, illustrate, or paste up an issue, it doesn't get done. And when it does get done, it is still at the mercy of our parent company, Monarch Services, which will print it when it has the press time—not necessarily when we need it. One irate reader suggested that Lt. Greenwood's leadership factor be enhanced so that he could get his troops to pass their Morale Checks and get THE GENERAL out on time. Personally, I'd rather see him get some troops, period. I know THE GENERAL is consistently late, shamefully so, but I can't honestly tell you the situation will improve. I can promise that I'll continue my 60 hour weeks in an effort to constantly improve the magazine & hopefully get it to you a little sooner.

CRESCENDO OF DOOM

CRESCENDO OF DOOM should benefit from the major playtesting campaign that preceded it with *CROSS OF IRON,* and I foresee little difficulty in having it ready for ORIGINS V in July. Like its predecessor, the gamette will feature 8 new scenarios and a complete British OB for the entire war as well as early war contingents of France, Belgium, Poland & Norway. Plans for future gamettes will be held in abeyance pending further sales evaluation.

FORTRESS EUROPA

FORTRESS EUROPA is a John Edwards design currently being sold in Australia, dealing with the Allied invasion of Europe and subsequent campaign to and including the invasion of Germany itself. The game is somewhat reminiscent of Edward's very popular *RUSSIAN CAMPAIGN* in style and is to *D-DAY* what the former was to *STALINGRAD*...a quantum jump forward in state of the art design, realism, and excitement. The air rules stand out as particularly innovative and effective among a veritable avalanche of "chrome" extras. Unfortunately, the game in its present state is poorly organized and in need of major revisions and playtest. The game will not be available before July at the earliest.

. . . Don Greenwood

THE RISING SUN

Three years ago, Larry Pinsky, the original designer of THE RISING SUN began working on this game which encompasses the entire Pacific theater of World War II. About this time last year, I took over the responsibility of developing the game as my first assignment for Avalon Hill and ever since that day I've periodically given serious consideration to the idea of committing *hari-kari*. Without a doubt, THE RISING SUN is the most challenging and frustrating project I have encountered in my eight year career as a game developer.

The challenge and frustration that has been plaguing me for the past year stem primarily from the enormous scope and unique dynamics inherent in the air, land, and naval conflict which was waged in the Pacific. For 45 months, hundreds of ships and thousands of planes contested a battlefield which encompassed almost half of the world in the largest and most innovative military struggle we have yet witnessed. As a game designer, it is easy to understand why this particular conflict represents the most difficult topic to simulate in a wargame, and why so few of the games which attempt to simulate the Pacific War have succeeded. First of all, there are the problems which concern the game scale. In THE RISING SUN, we are using a single 22" x 28" mapboard on which each hex represents approximately 150 miles. Each Game-Turn which originally represented two weeks has been extended to represent a full month in order to ensure a reasonable playing time for each of the game's three major Scenarios as well as the entire Campaign game lasting forty-five Turns (the other scenarios cover 15 months each and may be linked or played as separate games requiring from four to six hours to play). The second major problem we grappled with concerned the importance of naval simultaneity and its relationship to the intelligence system developed by the U.S. Navy. In THE RISING SUN, we are handling these exceedingly important problems in a thoroughly innovative manner. A new system which does *not* require any written bookkeeping has been developed which permits the simultaneous and hidden movement of opposing task forces. But, mitigating this secrecy, each Player also
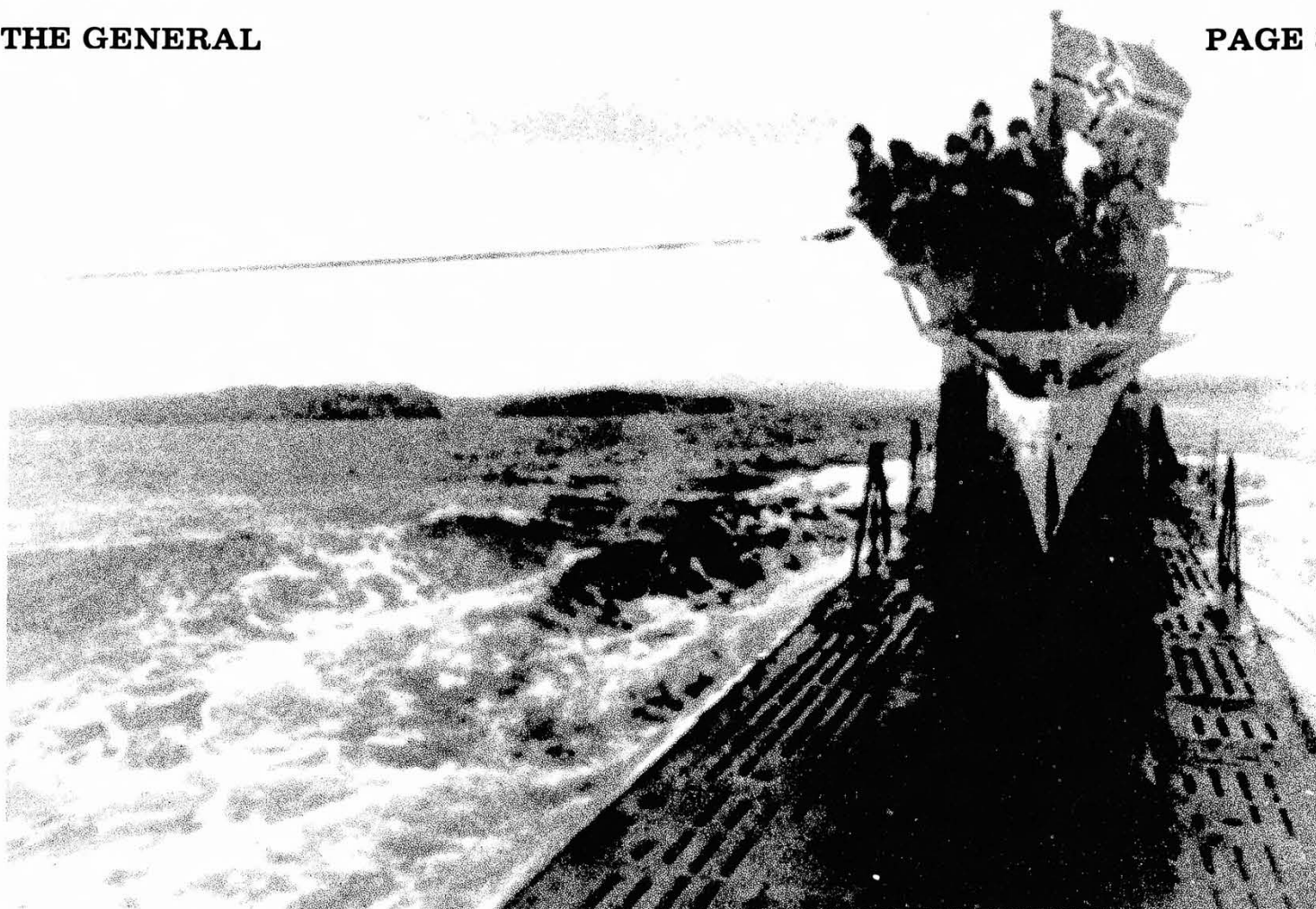
STRATEGIC   SUBMARINE

By Mick Uhl

I INTRODUCTION

The month of March 1943 marked the high point of the German U-boat effort. The wolfpack attacks launched in the first twenty days of this month resulted in the loss of ninety-seven merchant ships at a cost of seven U-boats. The strategic Game allows players to control enough of the strategic situation to set up scenarios recreating the critical actions of the Battle of the Atlantic.

It is March 12, 1943. As the Allied commander, your convoys are about to leave the protective umbrella of the North American coast embarking upon the perilous journey across the North Atlantic to the distant haven of England. As the supreme German commander, you must plot U-boat patrols to intercept the convoys as they travel along their passage.

II PREPARE FOR PLAY

Both players prepare for play secretly at the same time. The Allied preparation will be discussed first:

A. Allied Player Convoy Preparation

Step 1. The Allied player determines the cargo and victory point value for each merchant ship included in the Merchant Ship Make-Up List (Table 1) by consulting the Cargo Table (60.2) in the Rules Manual. All Tankers are type T2.

Step 2. The Allied player must divide all of the merchant ships into at least two convoys, but no more than four convoys. He may place from a minimum of eight to a maximum of twenty-four

merchant ships of his choice in each convoy. All available merchant ships must be placed into convoys. He selects a title for each convoy and places it in the convoy section of the convoy make-up list. He may choose the title from the list below or he may select a name of his own invention.

Slow Convoy	Fast Convoy
SC 122	HX 229
SC 123	HX 229A
SC 124	HX 230

Important: If at least one merchant ship in a convoy is slow, as indicated in the make-up list, then the convoy is slow, and has a slow convoy title. Only if all merchant ships in a convoy are fast is that convoy a fast convoy.

Step 3. For each convoy the Allied player has created, he must prepare their formation on a Convoy/Escort Log sheet. Once the convoys have been set, they cannot be changed in any way.

Step 4. The Allied player can include the rescue ship, *Zamalek*, with one convoy. It can be added to a twenty-four ship convoy, but it must be added to the rear of the column in which it is to be placed. The *Zamalek* has no victory point value. It has a damage strength of 8.

Step 5. The Allied player divides into groups all escorts listed in the Escort Availability Chart (Table 2). Also placed in this chart are the historic groups into which these escorts were organized. The Allied player may organize his escorts into these historic groupings or into groups of his own invention.

There are no limitations on the size of the escort groups. (Note that several escorts appear as reinforcements. They must be placed into groups at this time. One group is assigned to each convoy. Each escort and its data is placed in the same Convoy/Escort Log sheet as the convoy it is escorting.

Important Note: When organizing escorts into groups, the Allied player should try to be faithful to the historic groups. Any escort with an experienced crew rating which is not placed in the same group as its historic group commander has its crew rating reduced to novice. For group B4, until *Highlander* joins (if it does), *Beverly* is rated group commander.

B. Allied Player Route Preparation

The Allied player must plot the entire route for all of his convoys on the Allied Strategic Plot Map. The plots must be complete from the hex of origin to the destination hex between Ireland and England. These routes cannot be altered. The routes are followed exactly as plotted.

Step 1. The Allied player determines the starting hex of each convoy by consulting the Convoy Start Table (Table 3). It will be one of the 12 lettered hexes below St. Johns.

Step 2. For each convoy, a continuous line of any length must be constructed through consecutive hexes from its starting hex to the destination hex. Each convoy route is separate and does not have to coincide with any other convoy's route. No hex

TABLE 1:
CONVOY (MERCHANT SHIP) MAKE-UP LIST

I.D.	TYPE	CARGO	V.P.	DAMAGE	CONVOY	DESTINATION
1	F. Freighter			5		UK
2	F. Freighter			5		UK
3	F. Freighter			5		UK
4	F. Freighter			5		UK
5	F. Freighter			5		UK
6	F. Freighter			5		UK
7	F. Freighter			5		UK
8	F. Freighter			5		UK
9	F. Liberty			4		UK
10	F. Liberty			4		UK
11	F. Liberty			4		UK
12	S. Freighter			5		UK
13	S. Freighter			5		UK
14	S. Freighter			5		UK
15	S. Freighter			5		UK
16	S. Freighter			5		UK
17	S. Freighter			5		UK
18	S. Freighter			5		UK
19	S. Freighter			5		UK
20	S. Freighter			5		UK
21	S. Freighter			5		UK
22	S. Freighter			5		UK
23	S. Freighter			5		UK
24	S. Freighter			5		UK
25	S. Freighter			5		UK
26	S. Freighter			5		UK
27	F. Tanker			5		UK
28	F. Tanker			5		UK
29	F. Tanker			5		UK
30	F. Tanker			5		UK
31	F. Tanker			5		UK
32	F. Tanker			5		UK
33	F. Tanker			5		UK
34	S. Tanker	Fuel Oil	24	5		UK
35	S. Tanker	Fuel Oil	24	5		UK
36	F. Refrig			5		UK
37	F. Refrig			5		UK
38	F. Refrig			5		UK
39	F. Refrig			5		UK
40	F. Refrig			5		UK
41	F. Refrig			5		UK
42	F. Refrig			5		UK
43	S. Refrig			5		UK
44	S. LST	Tanks	28	5		UK
45	F. Freighter			5		Iceland*
46	F. Freighter			5		Iceland*
47	F. Freighter			5		Iceland*
48	S. Freighter			5		Iceland*

F = Fast   S = Slow

*These merchant ships may form their own convoy to Reykjavik. If part of another convoy, the Allied player must split them from the convoy at the closest hex to Reykjavik and route them to Reykjavik.

TABLE 3:
CONVOY START TABLE

Dice Roll	Location (lettered hex)
11-13	A
14-16	B
21-23	C
24-26	D
31-33	E
34-36	F
41-43	G
44-46	H
51-53	I
54-56	J
61-63	K
64-66	L

TABLE 5:
TORPEDO AVAILABILTY TABLE

DICE ROLL	TYPE VIIB and VIIC	TYPE IXC
11	2	2
12-13	4	5
14-16	6	11
21-24	10	17
25-33	14	22
34-43	14	22
44-52	13	18
53-56	11	16
61-63	9	14
64-65	7	12
66	5	10

north or east of the ice floes can be used. All convoy routes are completely constructed before the game begins.

Step 3. Each convoy must begin its journey exactly 24 hours after the previous convoy. The first convoy to start must do so at 2400, March 12. Each convoy starts at 24 hour periods after this convoy. The order of startings is determined by the Allied player.

Step 4. Upon completion of the routes, the Allied player should divide each route into 24 hour increments. A slow convoy moves four hexes in a 24 hour period. A fast convoy moves six hexes in a 24 hour period. Mark in each fourth or sixth hex of the route the proper date that the convoy will occupy that hex.

For example, if a slow convoy starts on the twelfth, it will be four hexes further along its route on the thirteenth. It will be eight hexes further along its route on the fourteenth, etc. The fourth hex will be marked with a 13. The eighth hex will be marked with a 14.

C. German Player U-Boat Preparation

Step 1. The German player determines the crew rating and the number of torpedoes carried (in tube and reload) for each available submarine in the U-Boat Availability Chart (Table 4) by consulting the Torpedo Availability and U-Boat Experience Tables (Tables 5 & 6 respectively). He records these values for each submarine on the U-Boat Availability Chart.

Step 2. The German player transcribes the submarines available to him to the wolf-pack gruppes in the Wolf Pack Chart (Table 7). He must place a minimum of four submarines in any one wolf-pack but no more than twenty. He can form any number of wolf-packs up to a maximum of five. The German player can also place up to twenty-one submarines in independent status. Submarines 38 through 42 must be placed as independents.

D. Submarine Placement on Plot Map

The German player places the wolf-packs and independent submarines on the German Strategic Plot Map. He can put no more than two submarines in any one hex. Submarines in a wolf-pack must all be positioned in adjacent hexes so as to form a single unbroken line of hexes (it does not have to be straight). The I.D. number of each submarine is marked in the hex it is to occupy.

Step 1. The first wolf-pack (German Player's choice) must be placed in adjacent hexes anywhere between but not including lines 9 and 15. The second wolf-pack must be placed in adjacent hexes anywhere between but not including lines 15 and 21. If there is a third wolf-pack, it is to be placed in the same area as the second wolf-pack.

Step 2. Any additional wolf-packs are placed on the plot map using the U-Boat Placement Table (Table 8). The wolf-pack must be placed behind (east of) the line indicated in the Table.

Step 3. The German player marks the location of two U-boat tankers, T1 and T2, on the plot map using the U-Tanker Placement Table (Table 10). These submarines cannot fire torpedoes. Their only function in the game is a possible sighting source of convoys.

Step 4. The German player marks the location of all independent submarines using the Independent U-Boat Placement Table (Table 11).

Step 5. The German player marks an X in fifteen hexes determined by using the Sighting Boat Placement Table. These marks represent submarines returning to base at the end of their patrol. They are capable of sighting convoys, but are unable to press attacks.

III SYSTEM OF PLAY

A. Contact Determination

1. After both players have completed their respective set-ups, the German player hands his plot map to the Allied player who then superimposes it over his own plot map. If any of the convoy routes pass through (intersect) a hex occupied by one or more submarines, there is a possibility that those convoys may be located.

2. If there is more than one intersection between submarine and convoy, the Allied player must select first that intersection which occurs at the earliest time. He reveals that hex to the German player.

3. Both players must now determine whether there is contact between convoy and submarine in the hex of intersection. To determine whether contact is made, they must determine first the weather at the time of contact.

B. Contact Procedure

1. For a convoy to be contacted, the weather for the convoy's entire journey up to the time of intersection must first be determined. The weather for convoys is recorded on the Weather Chart. The chart is divided into turns of four hour's duration for fast convoys or of six hours duration for slow convoys. Each turn represents the amount of time that it takes that type of convoy to move one hex.

2. Using the Weather Tables (Table 12) included with the Weather Chart, the Allied player determines the type of weather and its duration for the convoy starting at the beginning of its journey. He writes the weather for the convoy in the Weather Chart. If the weather does not last to the turn of intersection, the Allied player repeats the procedure until it does. If the weather duration continues past the turn of intersection, it still applies. The weather does not end immediately on the turn of intersection.

As an example, a slow convoy starts its journey on the twelfth. It enters a hex containing an enemy submarine in the fourteenth hex of its passage (this includes the lettered hex of placement). The Allied player must now determine the weather for each turn (i.e., hex) of its journey. The weather for the start of the journey was "clear" and lasted twelve turns. The Allied player marks clear for each turn starting with 2400, March 12 turn to 1800, Mar 14 turn. Since the turn of intersection is 0600, Mar 15, he must find the next weather condition. This is determined to be "squall" and lasts for six turns. He writes in "squall" to the 0600 Mar 16 turn. Thus, he has determined that at the time of this convoy's first possible contact with an enemy submarine, the weather is "squall".

3. Once the proper weather condition has been determined, both players next consult the Convoy Contact Table (Table 13) to determine whether a contact with the Convoy is gained.

4. If there is no contact, players proceed to the next intersection in time and repeat the same procedure to determine possible contact. This continues until there is a contact gained or all the convoys reach their destination hex without contact, in which case the game is over with an Allied victory.

C. From Contact to Battle

1. When a contact is gained, the Allied player announces its size within ten merchant ships (do not include escort vessels in this count).

2. The German player may commit any number of submarines that he has on the plot map to intercept the convoy. He places the I.D. of each submarine selected to intercept the convoy in a convoy box in the Time Chart (Table 14) and draws an arrow from the box to the turn of the intersection and contact.

TABLE 2: ESCORT AVAILABILITY CHART

AVAILABLE AT START (MARCH 12) WITH CONVOY

1. Beverly [TD]
2. Anemone [FC]
3. Pennywort [FC]
4. Havelock [HD]*
5. Swale [RF]
6. Godetia [FC]
7. Buttercup [FC]
8. Pimpernel [FC]
9. Lavender [FC]
10. Saxifrage [FC]
11. Aberdeen [GS]
12. Hastings [HS]
13. Landguard [BS]
14. Lulworth [BS]
15. Moyola [RF]
16. Waveny [RF]
17. Upshur [TD]
18. Campobello [IT]
19. Witherington [WD]
20. Mansfield [TD]

REINFORCEMENTS:

March 13 St. Johns
1. Volunteer

March 18 St. Johns
1. Highlander* [HD]

March 19 St. Johns
1. Babbitt [TD]
2. Abelia [FC]

March 19 Reykjavik
1. Ingham [S Cr]

March 20 St. Johns
1. Sherbrooke [FC]

March 20 Reykjavik
1. Vimy [V]

March 21 Reykjavik
1. Bibb [S Cr]

NOTES: Italicized —not available at start
[   ] —ship class in brackets
* —group commander
(   ) —Crew Experience Level in parentheses

Destroyers		Frigate	
[HD]	Havant Class	[RF]	River Class
[V]	V Class	[S Cr]	Secretary Class
[WD]	W Class	[FC]	Flower Class
[TD]	Town Class		Sloop
	Trawler	[GS]	Grumsby Class
[IT]	Isles Class	[HS]	Hastings Class
		[BS]	Banff Class

HISTORIC GROUPS

GROUP B4	GROUP B5	40th ESCORT	INDEPENDENT	ICELAND CREW
1. *Highlander* (P)	1. Havelock* (P)	1. Aberdeen* (P)	1. Upshur (N)	1. Vimy (E)
2. *Vimy* (E)	2. *Volunteer* (N)	2. Hastings (E)	2. Campobello (N)	2. *Bibb* (N)
3. Beverly (E)	3. Swale (E)	3. Landguard (E)	3. *Babbitt* (N)	3. *Ingham* (N)
4. *Abelia* (E)	4. Godetia (E)	4. Lulworth (E)	4. Witherington (N)	
5. Anemone (E)	5. Buttercup (E)	5. Moyola (E)	5. Mansfield (N)	
6. Pennywort (E)	6. Pimpernel (E)	6. Waveny (E)		
7. *Sherbrooke* (E)	7. Lavender (E)			
	8. Saxifrage (E)			

NOTES: Iceland Crew based at Reykjavik. Vimy has an Experienced crew rating regardless of ultimate group commander.

TABLE 4: U-BOAT AVAILABILITY CHART

Name	Type	Previous Missions	Available Torpedoes	Name	Type	Previous Missions	Available Torpedoes
1 U.84	VIIB	7		22 U.641	VIIC	1	
2 U.91	VIIC	3		23 U.642	VIIC	1	
3 U.435	VIIC	7		24 U.665	VIIC	1	
4 U.600	VIIC	3		25 U.666	VIIC	1	
5 U.603	VIIC	2		26 U.86	VIIB	6	
6 U.615	VIIC	3		27 U.384	VIIC	2	
7 U.664	VIIC	3		28 U.221	VIIC	3	
8 U.758	VIIC	2		29 U.333	VIIC	6	
9 U.134	VIIC	8		30 U.336	VIIC	2	
10 U.190	IXC	1		31 U.373	VIIC	8	
11 U.229	VIIC	1		32 U.406	VIIC	5	
12 U.305	VIIC	1		33 U.440	VIIC	4	
13 U.338	VIIC	1		34 U.441	VIIC	3	
14 U.439	VIIC	7		35 U.590	VIIC	3	
15 U.523	IXC	1		36 U.608	VIIC	3	
16 U.526	IXC	1		37 U.610	VIIC	3	
17 U.527	IXC	1		38 U.86	VIIC	4	
18 U.530	IXC	1		39 U.228	VIIC	1	
19 U.598	VIIC	3		40 U.230	VIIC	1	
20 U.616	VIIC	2		41 U.616	VIIC	1	
21 U.631	VIIC	2		42 U.653	VIIC	6	

(Submarines 38 through 42 must be placed in independent status.)

Submarine names appearing on this list do not coincide with the submarine names on the counters. You may substitute any counter of the same type so long as a record is kept of which counter represents which submarine.

TABLE 7:
WOLF PACK CHART

Gruppe Raubgraf—Range (   )   Gruppe Newland—Range (   )   Gruppe Westmark—Range (   )

Name	Class	Exp	Torps	Name	Class	Exp	Torps	Name	Class	Exp	Torps
R1.				N1.				W1.			
R2.				N2.				W2.			
R3.				N3.				W3.			
R4.				N4.				W4.			
R5.				N5.				W5.			
R6.				N6.				W6.			
R7.				N7.				W7.			
R8.				N8.				W8.			
R9.				N9.				W9.			
R10.				N10.				W10.			
R11.				N11.				W11.			
R12.				N12.				W12.			
R13.				N13.				W13.			
R14.				N14.				W14.			
R15.				N15.				W15.			
R16.				N16.				W16.			
R17.				N17.				W17.			
R18.				N18.				N18.			
R19.				N19.				W19.			
R20.				N20.				W20.			

Gruppe Stürmer—Range (   )   Gruppe Dränger—Range (   )   Independents—Range (   )

Name	Class	Exp	Torps	Name	Class	Exp	Torps	Name	Class	Exp	Torps
S1.				D1.				I1.			
S2.				D2.				I2.			
S3.				D3.				I3.			
S4.				D4.				I4.			
S5.				D5.				I5.			
S6.				D6.				I6.			
S7.				D7.				I7.			
S8.				D8.				I8.			
S9.				D9.				I9.			
S10.				D10.				I10.			
S11.				D11.				I11.			
S12.				D12.				I12.			
S13.				D13.				I13.			
S14.				D14.				I14.			
S15.				D15.				I15.			
S16.				D16.				I16.			
S17.				D17.				I17.			
S18.				D18.				I18.			
S19.				D19.				I19.			
S20.				D20.				I20.			
								I21.			

TABLE 8:
U-BOAT PLACEMENT TABLE

Dice Roll	Range
11-13	4 hexes
14-16	6 hexes
21-23	8 hexes
24-26	10 hexes
31-33	11 hexes
34-36	12 hexes
41-43	13 hexes
44-46	15 hexes
51-53	18 hexes
54-66	21 hexes

TABLE 6:
U-BOAT EXPERIENCE TABLE

			number of missions			
		1	2	3	4	5	6-7-8

die roll	1	N	N	N	E	E	E
	2	N	N	E	E	E	P
	3	N	E	E	E	P	P
	4	E	E	E	P	P	P
	5	P	P	P	P	P	P
	6	P	P	P	P	P	P

N.= Novice   E = Experienced   P = Pro

NOTES:
1. The first wolf pack must be at a minimum range of 9 hexes.
2. The second and third wolf packs must be at a minimum range of 15 hexes.
3. Subsequent wolf packs' placement are determined by U-Boat Placement Table. Add one to the range for Each U-Boat in the wolf-pack over four to a maximum range of 30 hexes.

3. The Allied player next marks on the German plot map the convoy's route from the hex of intersection to the destination hex. He, then, must place in each hex of the route starting with the first hex after the hex of intersection a number in the following sequence; for slow convoys: 2, 4, 7, 10, 12, 14, 17, 20, 22, 24, 27, 30, etc; for fast convoys: 2, 3, 4, 6, 8, 10, 12, 13, 14, 16, 18, 20, 22, 23, 24, 26, 28, 30, etc.

4. The German player retrieves his plot map. He' first determines the hex of interception for each submarine that he has selected to attack that convoy. It can be any hex whose number is equal to or greater than the range, in hexes, of the submarine to that hex. The German player writes the hex number beside the submarine on the Time Chart.

5. The German player then selects a hex in which he wishes to begin the attack against the convoy contacted. All submarines which have been selected to intercept the convoy in that hex or in a previous hex of its route may participate in the attack. He marks the turn of attack on the Time Chart.

D. Battle Set-Up

Players use the *SUBMARINE* game to recreate the battle. The weather and time of day has been determined. Consider only the hours of 1000 to 0200 as night hours. The Allied order of battle has already been pre-determined by the convoy set-up. The German player must determine which submarines start play and which enter as reinforcements as described, below.

Step 1. While the Allied player is setting up his merchant ships and escorts on the mapboard, the German determines the time of combat and secretly determines which of his submarines can begin attack against the convoy.

Step 2. The German player must first determine the difference between the hex of attack number and the range in hexes of each submarine to any hex of the route between and including the hex of intersection and the hex of attack.

For example, a submarine is two hexes away from the hex of intersection of a slow convoy that was successfully contacted. The hex of attack was selected 6 hexes further along the route. The hex number would be 14. The difference therefore would be 12. The differences should be written in by the submarine's I.D. on the Time Chart.

Step 3. The German player selects one submarine with the greatest difference. This submarine will enter play in the first turn of the scenario. He now must determine the time that the scenario will commence.

Step 4. The German player first determines the hour that the submarine selected to start the attack will enter play by using the appropriate Hour Table (Table 15).

For example, the German player chooses to attack a slow convoy on the 0600, Mar 14 turn. The submarine to begin the combat has a time difference of 12. He rolls a 13 which allows him to choose the hour of attack. He can select one of the following six hours that compose the turn; 0600, 0700, 0800, 0900, 1000, 1100. The German player chooses to start at 0900.

Step 5. The German player must now determine the exact time that the scenario begins by using the Minute Table (Table 16). To continue the example, rolling a 23, the German player determines the minute to be: 16. Therefore, the first turn of the scenario and the turn that the first submarine will enter play is 0916 hrs., Mar 14.

Step 6. The German player next determines secretly when the next submarine will enter play. It can possibly enter play in the same turn or a certain number of turns later in the scenario. He selects any one submarine and determines its entry by using the Submarine Entry Table (Table 17). If the result is

TABLE 9:
SIGHTING BOAT PLACEMENT TABLE

Dice Roll	Location
11-33	Region C*
34-51	Region B*
52-66	Region A*

TABLE 10:
U-TANKER PLACEMENT

Both U-tankers (T1 and T2) must be located in Region B*

TABLE 11:
INDEPENDENT U-BOAT PLACEMENT TABLE

Dice Roll	Location
11-16	Adjacent to T1
21-26	Adjacent to T2
31-43	Region A*
44-56	Region B*
61-66	Region C*

*Roll two dice and place by region letter (e.g., B66, C16, A24, etc.). Locate the 7 hex area which corresponds to the code. The submarine may be placed in any hex in the area.

WEATHER TABLES

Dice Roll	Condition
11-26	Clear
31-43	Squall (Rough)
44-56	Storm
61-66	Gale

DURATION

Roll	Slow Convoy	Fast Convoy
11-13	4	4
14-16	6	6
21-23	8	8
24-26	12	10
31-33	14	12
34-36	16	14
41-43	18	16
44-46	20	18
51-53	24	20
54-56	26	25
61-63	30	30
64-66	32	36

TABLE 12
WEATHER CHARTS

Mar	Time	SC ___	SC ___
12	2400		
	0600		
	1200		
	1800		
13	2400		
	0600		
	1200		
	1800		
14	2400		
	0600		
	1200		
	1800		
15	2400		
	0600		
	1200		
	1800		
16	2400		
	0600		
	1200		
	1800		
17	2400		
	0600		
	1200		
	1800		
18	2400		
	0600		
	1200		
	1800		
19	2400		
	0600		
	1200		
	1800		
20	2400		
	0600		
	1200		
	1800		
21	2400		
	0600		
	1200		
	1800		
22	2400		
	0600		
	1200		
	1800		
23	2400		
	0600		
	1200		
	1800		

Mar	Time	HX ___	HX ___	HX ___
12	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
13	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
14	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
15	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
16	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
17	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
18	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
19	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
20	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
21	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
22	2400			
	0400			
	0800			
	1200			
	1600			
	2000			
23	2400			
	0400			
	0800			
	1200			
	1600			
	2000			

TABLE 13

CONVOY CONTACT TABLE

Dice Roll	Two U-boats in hex (must be in wolfpack)			Individual U-boat or two U-boats in hex (not in wolfpack)		
	Clear-Rough	**Storm**	**Gale**	**Clear-Rough**	**Storm**	**Gale**
11-16	CONTACT	CONTACT	CONTACT	CONTACT	CONTACT	CONTACT
21-23	CONTACT	CONTACT	CONTACT	CONTACT	CONTACT	MISS
24-26	CONTACT	CONTACT	CONTACT	CONTACT	MISS	MISS
31-33	CONTACT	CONTACT	CONTACT	CONTACT	MISS	MISS
34-36	CONTACT	CONTACT	CONTACT	MISS	MISS	MISS
41-43	CONTACT	CONTACT	CONTACT	MISS	MISS	MISS
44-46	CONTACT	CONTACT	CONTACT	MISS	MISS	MISS
51-53	CONTACT	CONTACT	MISS	MISS	MISS	MISS
54-56	CONTACT	CONTACT	MISS	MISS	MISS	MISS
61-63	CONTACT	MISS	MISS	MISS	MISS	MISS
64-66	MISS	MISS	MISS	MISS	MISS	MISS

TABLE 15:
HOUR TABLE

Dice Roll	Slow Convoy	Fast Convoy
11-36	German's choice	German's choice
41-43	first hour	first hour
44-46	second hour	second hour
51-53	third hour	third hour
54-56	fourth hour	fourth hour
61-63	fifth hour	fifth hour
64-66	sixth hour	sixth hour

TABLE 16:
MINUTE TABLE

Dice Roll	Minute	Dice Roll	Minute	Dice Roll	Minute
11	:02	31	:22	51	:42
12	:04	32	:24	52	:44
13	:06	33	:26	53	:46
14	:08	34	:28	54	:48
15	:09	35	:29	55	:49
16	:10	36	:30	56	:50
21	:12	41	:32	61	:52
22	:14	42	:34	62	:54
23	:16	43	:36	63	:56
24	:18	44	:38	64	:58
25	:19	45	:39	65	:59
26	:20	46	:40	66	:60

TABLE 17:
SUBMARINE ENTRY TABLE

Dice Roll	Attack in Black Gap	Attack outside Black Gap*
11-13	:00	:00
14-16	:00	:00
21-23	:00	:04
24-26	:04	:08
31-33	:08	:12
34-36	:12	:18
41-43	:16	:24
44-46	:20	:30
51-53	:24	:36
54-56	:28	:40
61-65	:32	DAMAGED
66	:36	SUNK

NOTES:

1. Black gap comprises the shaded hexes on the map.

2. A sunk result means that submarine attempting entry has been sunk by air attack. Allied player receives victory points for the sinking.

3. A DAMAGED result means that the submarine has been sufficiently damaged by aerial depth charging and escort sweeps to break off its pursuit of the convoy thereafter. No victory points are awarded to either side for this result.

*Add one to the die roll for each hex past the black gap that the attack is occurring.

TABLE 18:
ALLIED REINFORCEMENT TABLE

Die Roll	Clear-Rough	Storm	Gale
1,2	CONTACT	CONTACT	CONTACT
3,4	CONTACT	CONTACT	MISS
5	CONTACT	MISS	MISS
6	MISS	MISS	MISS

:00, the submarine enters at the same turn as the first submarine. The German player may then select another submarine to enter play. This continues until a time other than: 00 appears.

Step 7. If a time other than :00 appears, the German player adds that time onto the present time. When that turn arrives, the submarine can enter play. No other submarines can enter play until that turn. The German player then repeats steps 6 and 7 for other submarines until a time other than :00 appears.

For example, the German player has selected one submarine out of eight available submarines to enter play at the start of the attack. He selects another submarine and consults the Submarine Entry Table. The result is :00. This submarine can enter play with the first submarine. The German player selects a third submarine and again consults the Submarine Entry Table. This time the result :12. This submarine cannot enter play until twelve minutes into play. Only the first two submarines can be on the board until that time. When the turn for the third submarine's entry arrives, the German player secretly consults the Submarine Arrival Table to determine when the fourth submarine of his selection arrives. A result of :00 permits that submarine to enter with the third submarine. The German player now determines when the fifth submarine will appear. The result is :16. The German player must wait sixteen minutes before bringing the submarine into play. When this turn arrives, the German player determines when the sixth submarine of his choice enters play, etc.

Step 8. When playing the Basic Game in conjunction with these rules, each turn is equivalent to thirty seconds. An Advanced Game turn is equivalent to one minute.
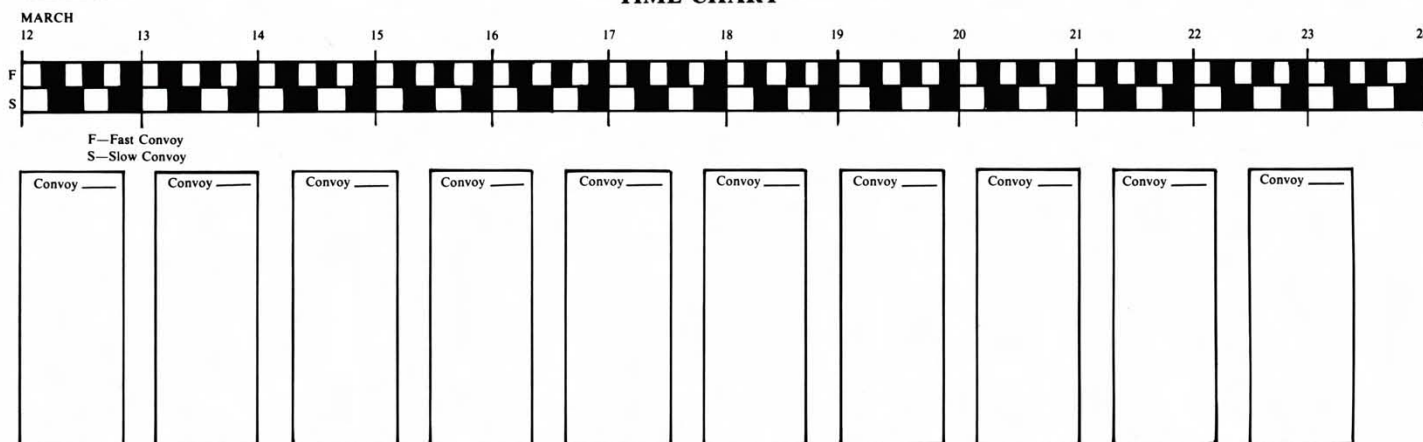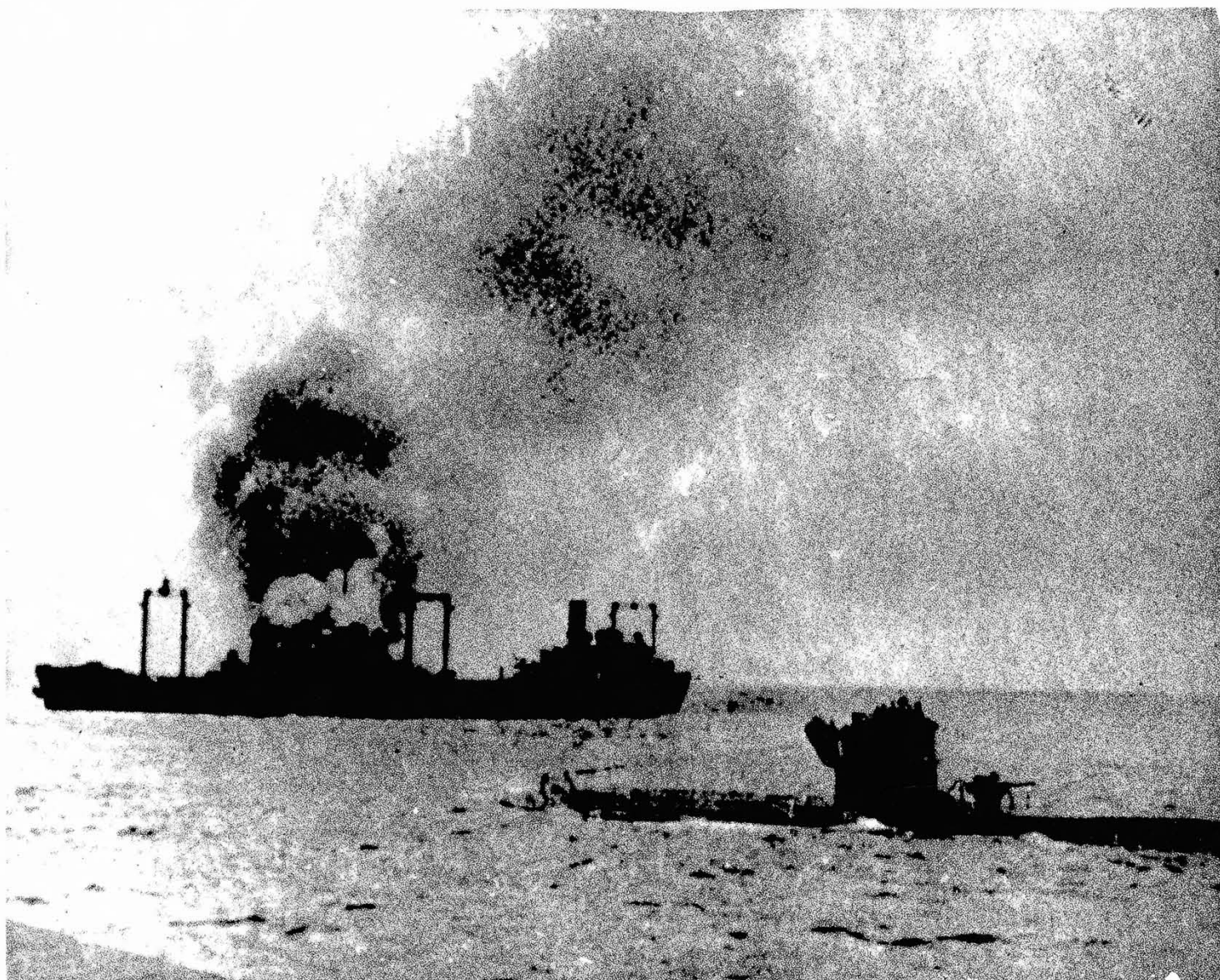
E. Procedure Rules—

1. Players must play the Strategic Game from occurrence to occurrence in the proper sequence of time.

For example, the first intersection occurs at 1200, Mar 13 and the German player gains a contact. He secretly decides to initiate an attack against the convoy for 1800 hr turn, Mar 14. In the meantime, another intersection occurs at 1200, Mar 14. Contact for this intersection must be resolved before the attack of the first convoy is begun, because it happens before the first attack. Any other intersection or attack that occurs before the 1800 hr., Mar 14 turn must also be resolved in its proper sequence before the attack on the first convoy can begin.

TABLE 14

TIME CHART

MARCH
12   13   14   15   16   17   18   19   20   21   22   23   24

F

S

F—Fast Convoy
S—Slow Convoy

Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___	Convoy ___

MORE SUBMARINE SCENARIOS

by James A. Wirth

SUBMARINE is one of the most interesting and enjoyable games to be produced in recent years. The game system is amazingly playable while still conveying a tremendous sense of realism. Despite the proliferation of games in the past few years, good naval wargames are still hard to find, and *SUBMARINE* is one of this rare breed.

But *SUBMARINE* does have one major flaw—too few scenarios. While the scenarios offered are instructive and enjoyable, they just touch the surface (no pun intended) of the possibilities inherent in the game. It is in the hope of exploring more deeply the intricacies of the game that the following twenty scenarios have been designed.

The new scenarios are divided into two sections: Atlantic and Pacific. Each section has been arranged in chronological order to present a sense of development in submarine warfare during World War II. The scenarios are a combination of historical and hypothetical actions, with the latter usually exploring interesting "what if's". The orders of battle for all scenarios should be thought of as a

good approximation, as the lack of complete information and counter mix limitations precluded perfect accuracy.

All of the scenarios listed below have been designed and playtested on the basis of all advanced game rules being in use, including those rules in the "Design Your Own" section. Where not stated, players should decide among themselves on such options as weather, visibility, and even game length or victory conditions. Remember, the scenarios are meant to present particular situations, and the rules governing them are guidelines, not the Bible.

ATLANTIC SCENARIOS (1939-1943)

SCENARIO 1
THE SINKING OF THE COURAGEOUS
I. Introduction

In the Fall of 1939 the British Admiralty dispatched the carrier *Courageous* to the Western Approaches to provide greater protection to the shipping lanes. The move was more political than military, and the wisdom of it was discovered on September 17 when *Courageous* and her escort encountered *U-29*.

II. Order of Battle
1. German Player
U-29, Class VIIB (use any U-Boat counter)
2. British Player
Courageous, Class Ark Royal
Amazon, Class A
Meteor, Class M
Javelin, Class J
Isis, Class I

III. Starting Location
1. *U-29*—Y23, Bd A, Dir. 2
2. *Courageous*—M33, Bd B, Dir. 6
Amazon—M24, Bd B, Dir. 6
Meteor—G33, Bd B, Dir. 6
Javelin—S33, Bd B, Dir. 6
Isis—M40, Bd B, Dir. 6

IV. Victory Conditions
U-29 must inflict at least 12 damage points on the *Courageous* and escape, or sink *Courageous* regardless of its own fate. British player must exit *Courageous* off board edge 6 by the end of the scenario while avoiding German victory conditions, or sink *U-29* without losing any ships. Any other result is a draw.

V. Game Length
15 turns, Day Scenario

VI. Special Rules
British ships must move as a convoy with a speed of 4 until U-boat is detected or a torpedo attack is made, at which time escorts only may move independently. The British force's movements must be plotted three turns in advance until one of the above events occur. The carrier's movements are always plotted three turns in advance.

SCENARIO 2
PRIEN—THE U-BOAT ACE

I. Introduction
In the Summer of 1940, Gunther Prien, "The Hero of Scapa Flow", commanding *U-47*, firmly established his reputation as one of Germany's finest U-boat commanders, after having already sunk *HMS Royal Oak*.

II. Order of Battle
1. German Player
U-47, Class VIIB
2. British Convoy:
8-C2 Merchantmen
6-C3 Merchantmen
6-T2 Tankers
2 Destroyers, Class A (Use any escort counters for ships not in the counter mix.)
2 Sloops, Class Bittern

III. Starting Location
1. *U-47* (See 20.4)
2. Convoy, Slow (See special rules), Escort (See 20.3)

IV. Victory Conditions
German player must gain at least 25 victory points without losing *U-47* to win. British player wins by preventing German victory conditions.

V. Game Length
15 turns, Night Scenario

VI. Special Rules
1. Convoy sets up in five columns, four ships to a column and 5 hexes between each ship. Use Formation 5 (20.2.11) to determine location of columns.
2. *U-47* is automatically a professional crew if using the advanced rules.

SCENARIO 3
THE HAPPY TIME

I. Introduction
By the Fall of 1940, the U-boats were sinking so much shipping in comparison to their own losses that the period became known as "The Happy Time." While most of these sinkings were due to individual U-boats, occasionally impromptu wolf packs would assault a convoy with devastating results. On October 19, just such a wolfpack struck convoy HX79.

II. Order of Battle
1. German Player
U-38, Class VIIB (Use any U-boat counter for U-boats not in the counter mix.)
U-46, Class VIIB
U-47, Class VIIB
U-48, Class VIIB
U-100, Class VIIB
2. British Convoy:
8-C2 Merchantmen
8-C3 Merchantmen
8-T2 Tankers
Harvester, Class Havant
Havelock, Class Havant
Eridge, Class Hunt
Easton, Class Hunt
Wren, Class Black Swan
Lark, Class Black Swan

III. Starting Location
1. German Player (See 20.4)
2. Convoy, Slow (See special rules), Escort (See 20.3)

IV. Victory Conditions
German player must gain at least 100 more victory points than British player by the end of the scenario to win. Any other outcome is a British victory.

V. Game Length
28 turns, Night Scenario
VI. Special Rules
1. British player sets up convoy according to Formation 3 (20.2.9) except that each column should contain 4 ships with 5 hexes between each ship.
2. (Optional) If using the advanced rules, the German player may consider all U-boats to have professional quality crews.

3. The British player must determine individually which of his merchantmen are armed. For each ship in the convoy, roll one die. A roll of 1, 2, or 3, the ship is armed; a roll of 4, 5, or 6, the ship is unarmed. All armed merchantmen have surface gunnery values of FWD-1, BRD-1, AFT-0.

SCENARIO 4
F. J. WALKER—THE U-BOAT KILLER (Campaign Scenario)

I. Introduction
Within a year after the "Happy Time," the Battle of the Atlantic had become a more even contest. The equality was a result of many factors such as radar, escort carriers, and the increase in the sheer number of escort vessels available. But behind the weapons were men, and success still lay in their skill and courage. One such man was Commander F. J. Walker, whose exploits would make him the most famous U-boat killer of World War II. In the Fall of 1941, Walker was escorting convoy HG76 from Gilbraltar to England when the convoy was attacked by a German wolfpack.

II. Order of Battle
1. German Player
U-269, Class VIIC
U-331, Class VIIC
U-128, Class IXC
U-527, Class IXC
2. British Convoy:
6-C2 Merchantmen
6-C3 Merchantmen
6-T2 Tankers
Stork, Class Bittern
Whitehall, Class W
Gladiolus, Class Flower
Anemone, Class Flower
Marigold, Class Flower
Dahlia, Class Flower
Escort Carrier: *Audacity*, Class Avenger

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.2.7), Escort (See 20.3 and special rules)

IV. Victory Conditions
The German player must gain at least 50 victory points more than the British player by the end of the campaign to win. The British player must sink at least two U-boats while denying Germany victory conditions to win. Any other outcome is a draw.

V. GAME LENGTH
Each scenario is 20 turns in length.

VI. Special Rules
1. The campaign is 7 scenarios long:
Scenario 4A—December 16—Night
Scenario 4B—December 17—Day
Scenario 4C—December 17—Night
Scenario 4D—December 18—Day
Scenario 4E—December 18—Night
Scenario 4F—December 19-Day
Scenario 4G—December 19—Night
2. All submarines and escorts start Scenario 4A with a full load of torpedoes or depth charges. These loads must last the entire campaign. (Note: Depth charge capacity is per rule 61.0)
3. The *Audacity* is considered to have an unlimited supply of aerial depth charges, but their usage is restricted as follows:
a) during the convoy movement plot phase, the British player secretly rolls the die for aerial depth charge availability for that turn according to the table below—

DIE ROLL	AERIAL DEPTH CHARGES AVAILABLE
1	0
2,3,4	2
5,6	4

b) if the die roll on the above table is a "1", the British player must roll again with the resulting number being the number of turns he must wait before rolling again for aerial depth charges;
c) aerial depth charges may not be accumulated from one turn to the next and are lost if not used in that particular turn.
4. All other rules applying to aerial depth charges (See 20.1) are applicable to Scenario 4 except where specifically changed by these special rules.

5. Section VII Optional Rules of 20.1 are applicable to Scenario 4 as long as the *Audacity* is afloat. Aerial depth charge availability in no way effects Section VII.
6. The *Audacity* must be positioned behind the convoy and must move at the convoy's speed until a U-boat attack is made, but its course is independent of the convoy's (i.e. It can turn any time and in any manner allowable by the movement rules).
7. Convoy vessels only are replaced in the next scenario if sunk in a current scenario. Replacement vessels must be the same type as those sunk, but would redetermine their cargo in using rule 60.0.
8. Commander Walker's sloop, *Stork*, is automatically a professional crew and radar equipped.
9. The German player is not required to commit U-boats to any scenario; however if he fails to do so, the British player receives 10 victory points per uncommitted scenario. "Committing U-boats" is defined as executing a torpedo attack in which the torpedo passed through a hex containing a non-escort vessel. The torpedo need not have hit the vessel.
10. Special rule 6 requires that the *Audacity* plot its own movements three turns in advance. Aside from this limitation, the *Audacity* may perform any maneuver an escort vessel may perform.

SCENARIO 5
THE SINKING OF THE REUBEN JAMES

1. Introduction
To say that the United States was not exactly impartial in its neutrality during the period from September 1, 1939 to December 7, 1941 would be putting it mildly. As the war in Europe continued to go against the Allies, Roosevelt became bolder and bolder in his support of Britain. As a result the American Navy extended its "protective zone" farther and farther east. When the *Reuben James* was sunk on October 31, 1941, she was only 600 miles west of Ireland.

II. Order of Battle
1. German Player
U-562, Class IXC (Use any U-boat counter)
2. American Convoy:
5-C2 Merchantmen
5-C3 Merchantmen
5-T2 Tankers
5 Destroyers, Class Flush Deck (Use any escort counters)

III. Starting Location
1. *U-562* sets up anywhere within 12 hexes of a compass hex.
2. Convoy, Fast (See 20.2.8), Escort sets up outside convoy box, two destroyers on either side of convoy (one of which must be *Reuben James*), and one in front.

IV. Victory Conditions
The German player must gain at least 10 more victory points than the American to win. He receives double points for sinking an escort vessel. Any other result is an American victory.

V. Game Length
15 turns, (See special rules)

VI. Special Rules
1. The first 5 game turns are night turns (Moonlight/Dusk visibility). The last 10 turns are day turns.
2. Only lead destroyer has radar, and all crews must be novice quality. *U-562* determines its crew quality as per 49.0.
3. Convoy must plot a straight course until the U-boat has been detected or a torpedo attack made. Escorts must make the same speed and course as the convoy until one of the above events occur.

SCENARIO 6
TWILIGHT OF THE U-BOATS

I. Introduction
While the wolfpacks continued to score successes, the escorts were extracting an ever higher price for victory. By the summer of 1942, the Battle of the Atlantic was something of a stalemate with the escorts giving as much as they got.

II. Order of Battle
1. German Player
U-221, Class VIIC
U-384, Class VIIC
U-190, Class IXC
2. British Convoy:
6-C2 Merchantmen
6-C3 Merchantmen

6-T2 Merchantmen
Starling, Class Black Swan
Stork, Class Bittern
Erica, Class Flower
Hollyhock, Class Flower
Keats, Class Captain
Rowley, Class Captain

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.2.7), Escorts (See 20.3)

IV. Victory Conditions
German player must gain at least 50 more victory points than British player to win. British player must sink at least two U-boats while denying German victory conditions to win. Any other outcome is a draw (Exception: see special rules).

V. Game Length
28 turns, Night Scenario

VI. Special Rules
If the submarine player fails to gain any victory points in this scenario or any other for that matter, then the scenario is automatically a victory for the escort player. This rule is to prevent the submarine player from playing defensively for a draw, which would be totally unhistorical.

VII. Optional Rules
U-339 and/or *U-527* may enter the game as reinforcements (See 36.0). For each submarine that enters play deduct 18 victory points from the German player's total.

SCENARIO 7
DOENITZ'S GAMBIT

I. Introduction
In the Fall of 1942, Doenitz's "sixth sense" guessed that the British had shifted their convoy routes further north. Acting only on a lack of any sightings and his hunch, Doenitz directed his U-boats onto convoy SC104.

II. Order of Battle
1. German Player
U-221, Class VIIC
U-339, Class VIIC
U-603, Class VIIC
U-128, Class IXC
2. British Convoy:
5-C2 Merchantmen
5-C3 Merchantmen
5-T2 Tankers
Vesper, Class V TYPE 2
Ibis, Class Black Swan
Easton, Class Hunt
Harvester, Class Havant
Dahlia, Class Flower

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.2.8), Escorts (See 20.3)

IV. Victory Conditions
German player must gain at least 50 more victory points than British player to win. British player must sink at least two U-boats while denying German victory conditions to win. Any other outcome is a draw.

V. Game Length
20 turns, Night Scenario

VI. Special Rules
The weather for this scenario is storm. U-boats must use Dark Night visibility ranges (See 50.0).

SCENARIO 8
THE TANKER CONVOY

I. Introduction
On January 8, 1943, Doenitz, working again on another of his hunches, directed U-boats of the "Delphin Group" onto a convoy of tankers bound for North Africa. So successful was this attack that General von Arnim, commanding Axis forces in Tunisia, telegrammed his thanks to Doenitz.

II. Order of Battle
1. German Player
U-190, Class IXC
U-527, Class IXC
U-862, Class IXD$_2$
2. British Convoy:
6-T2 Tankers
3-T3 Tankers

Somali, Class Tribal
Niagra, Class Town
Lark, Class Black Swan
Havelock, Class Havant
Spragge, Class Captain
Keats, Class Captain

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See special rules), Escorts (See 20.3)

IV. Victory Conditions
The German player must gain at least 100 victory points to win. The British player must deny the German player his victory conditions to win. British victory points have no effect on the German victory point total (i.e. the entire German force is expendable).

V. Game Length
20 turns, Night Scenario

VI. Special Rules
1. Convoy sets up using middle three columns of Formation 2 (20.2.8).
2. If using advanced rules, ignore rule 58.0.
3. If using advanced rules, All escorts start with full depth charge capacity (See 61.0), but U-boats must still determine torpedo availability (See 62.0).

SCENARIO 9
THE DESTRUCTION OF HX229

I. Introduction
Occasionally in the early months of 1943, wolfpacks would come upon lightly defended convoys and tear them to pieces. Just such a fate befell convoy HX229 in the Winter of 1943.

II. Order of Battle
1. German Player
U-91, Class VIIC
U-221, Class VIIC
U-384, Class VIIC
U-600, Class VIIC
U-603, Class VIIC
U-527, Class IXC
2. British Convoy:
4-C2 Merchantmen
4-EC2 Merchantmen
4-C3 Merchantmen
4-T2 Tankers
2-T3 Tankers
Berkeley, Class Hunt
Eridge, Class Hunt
Gladiolus, Class Flower

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.2.7), Escorts (See 20.3)

IV. Victory Conditions
The German player must gain at least 100 victory points more than the British player to win. The British player wins by denying German victory conditions.

V. Game Length
20 turns, Night Scenario

SCENARIO 10
THE HUNTERS AND THE HUNTED

I. Introduction
After the pounding the U-boats took in the Spring of 1943, Doenitz withdrew them from the Atlantic convoy routes. However by the Fall of 1943 Doenitz felt ready to renew the Battle of the Atlantic. His hope of new success lay in a new weapon—the acoustic torpedo, with which the U-boats were to destroy the escorts before attacking a convoy. With the acoustic torpedo, Doenitz felt the U-boats would again be the hunters and not the hunted.

II. Order of Battle
1. German Player
U-269, Class VIIC
U-305, Class VIIC
U-862, Class IXD$_2$
2. British Convoy:
2-EC2 Merchantmen
2-VC2 Merchantmen
4-C3 Merchantmen
2-T2 Tankers
2-T3 Tankers
Annapolis, Class Town
Chesterfield, Class Town
Swale, Class River

Exe, Class River
Erica, Class Flower
Marigold, Class Flower

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.2.9), Escorts (See 20.3)

IV. Victory Conditions
German player must sink or disable (dead in water) at least two escort vessels plus sink 50 victory points worth of merchantmen to win. British player wins by denying German victory conditions.

V. Game Length
20 turns, Night Scenario

VI. Special Rules
German U-boats may carry a maximum of 4 acoustic torpedoes. This load does not effect the allocation of other torpedo types (See 62.4).

PACIFIC SCENARIOS
(1941-1945)
SCENARIO 1
LINGAYEN GULF

I. Introduction
In an effort to attack Japanese invasion forces landing on Luzon in December of 1941, six American submarines were directed into the Lingayen Gulf. None of the submarines succeeded in penetrating the Japanese destroyer screen. The experience of Gene McKinney in *Salmon* is representative of why they failed.

II. Order of Battle
1. American Player
Salmon, Class New S
2. Japanese Player
Asanagi, Class Kamikaze
Kamikaze, Class Kamikaze

III. Starting Location
1. *Salmon* enters anywhere along ½ edge of Board C on turn 1.
2. *Asanagi*—F54, Bd C, Dir. 6
Kamikaze—K5, Bd C, Dir. 3

IV. Victory Conditions
Salmon must exit 4/5 edge of Board A for American to win. Japanese player must sink *Salmon* or prevent it from reaching Board B to win. Any other outcome is a draw.

V. Game Length
28 turns, Night Scenario

VI. Special Rules
1. *Asanagi* and *Kamikaze* must patrol in opposite directions along Board C at a maximum speed of 3 until the *Salmon* is detected or a torpedo attack made.
2. The Japanese player has the *Yugure* and the *Hibiki* available as reinforcements. The *Yugure* is available beginning 10 turns after the *Salmon* is detected. The *Hibiki* is available beginning 20 turns after the *Salmon* is detected. Both ships enter anywhere along edge 4/5 of Board A on their respective turns of entry. If the *Salmon* is never detected, the reinforcements are not available.
3. The *Salmon* is free to abort the mission and exit edge ½ of Board C at anytime; however if she did not reach Board B, aborting would give the Japanese player an automatic victory.
4. If the *Salmon* is still on the board at the end of the scenario, all Japanese ships on the board at that time may conduct a prolonged attack against her (See 34.0).
5. The *Salmon* must use Mk 14 torpedoes.
6. This scenario occurs before the availability dates on the data cards; therefore treat this scenario as Winter of 1942 for availability purposes.

SCENARIO 2
"RAISING HELL"

I. Introduction
In the Spring of 1942, C.C. Kirkpatrick, the youngest sub skipper at Pearl Harbor, was given command of *Triton* with the order to "go out there and raise hell." He did just that.

II. Order of Battle
1. American Player
Triton, Class T
2. Japanese Convoy:
3-C2 Merchantmen

1-C3 Merchantman
2-T2 Tankers
Nenohi, Class Hatsuhara

III. Starting Location
1. *Triton* (See 20.4)
2. Convoy, Slow (See special rules), *Nenohi* (See 20.3)

IV. Victory Conditions
American player must gain at least 20 victory points more than Japanese player to win. Any other result is a Japanese victory.

V. Game Length
20 turns, Day Scenario

VI. Special Rules
1. Convoy sets up using middle three columns of Formation 5 (20.2.11).
2. Triton must use Mk 14 torpedoes.

SCENARIO 3
THE GREAT "WHAT IF"

I. Introduction
One of the most puzzling, and perhaps even fatal, decisions of the Japanese naval strategists was to stick to their pre-war doctrine of the submarine as an anti-capital ship weapon. Despite the huge successes of the German U-boats against merchant shipping, the Japanese virtually avoided U.S. shipping to concentrate on fast, hard to hit, and heavily escorted capital ships. Ultimately the Japanese submarine fleet was squandered hunting ships it couldn't catch and running supplies to isolated island garrisons. This is a hypothetical scenario set in the Fall of 1942, and assumes the Japanese adopted an anti-merchant shipping strategy and German tactics.

II. Order of Battle
1. Japanese Player
I 19, Class I 15
I 26, Class I 15
I 20, Class I 16
2. American Convoy:
2-C2 Merchantmen
3-EC2 Merchantmen
5-C3 Merchantmen
5-T2 Tankers *Maury*, Class Craven
Blue, Class Craven
Fair, Class Evarts
Wyffels, Class Evarts

III. Starting Location
1. Japanese player (See 20.4)
2. Convoy, Fast (See 20.2.8), Escort (See 20.3)

IV. Victory Conditions
The Japanese player must gain at least 60 victory points more than the American player to win. Any other outcome is an American victory.

V. Game Length
20 turns, Night Scenario

SCENARIO 4
JAVA SEA PATROL

I. Introduction
In the Winter of 1943, Bill Post, commanding *Gudgeon*, was patrolling the waters off Surabaya in the Java Sea. He was looking for targets—and he found plenty.

II. Order of Battle
1. American Player
Gudgeon, Class T
2. Japanese Convoy:
10-C2 Merchantmen
1-C3 Merchantman
7-T2 Tankers
Fukue, Class Etorufu
Sado, Class Etorufu

III. Starting Location
1. *Gudgeon* (See 20.4)
2. Convoy, Fast (See 20.2.7), Escorts (See 20.3)

IV. Victory Conditions
American player must gain at least 40 more victory points than the Japanese player to win. Any other outcome is a Japanese victory.

V. Game Length
20 turns, Day Scenario

SCENARIO 5
"EXPENDED FOUR TORPEDOES AND ONE JAP DESTROYER"

I. Introduction
In the Spring of 1943, Sam Dealey, in *Harder*, was operating off of Woleai in support of carrier operations. *Harder* was spotted by a patrol plane, and shortly thereafter the destroyer *Ikazuchi* came looking for *Harder*. The title of this scenario is from Dealey's report of the incident.

II. Order of Battle
1. American Player
Harder, Class Gato
2. Japanese Player
Ikazuchi, Class Akatsuki

III. Starting Location
1. *Harder* sets up secretly anywhere on the board.
2. *Ikazuchi* enters on turn 1 anywhere along Board edge 6.

IV. Victory Conditions
The player to receive the most victory points wins (See 20.1).

V. Game Length
20 turns, Day Scenario

VI. Special Rules
Japanese player may conduct prolonged attack if in contact with *Harder* at the end of the scenario (See 34.0).

SCENARIO 6
WAHOO'S LAST PATROL

I. Introduction
In the Fall of 1943, "Mush" Morton, in *Wahoo*, was patrolling the Sea of Japan off Honshu. Between October 5th and October 11th, Morton sank four Japanese ships, but on the 11th, the *Wahoo* was sunk by anti-submarine aircraft. The loss of "Mush the Magnificent" and the crew of the *Wahoo* was a bitter blow to the submarine service. This semi-historical scenario depicts one of the last actions of the *Wahoo*.

II. Order of Battle
1. American Player
Wahoo, Class Gato
2. Japanese Convoy:
2-C2 Merchantmen
1-T2 Tanker
No. 29, Class Sub Chaser No. 28

III. Starting Location
1. *Wahoo* (See 20.4)
2. *No. 29*—M25, Bd B, Dir. 6
C2-1—J30, Bd B, Dir. 6
C2-2—P30, Bd B, Dir. 6
T2-19—M32, Bd B, Dir. 6

IV. Victory Conditions
The American player must gain at least 25 victory points without losing the *Wahoo* to win. Any other result is a Japanese victory.

V. Game Length
10 turns, Night Scenario

VI. Special Rules
1. Merchantmen move as a fast convoy and have surface gunnery values of FWD-0, BDE-1, AFT-0.
2. (Optional) *Wahoo* may be considered automatically a professional quality crew.

SCENARIO 7
TANG'S BEST PATROL

I. Introduction
In the Spring of 1944, Dick O'Kane's *Tang* was operating as part of a wolfpack in the East China Sea. On the night of June 25, *Tang* came upon a heavily escorted convoy heading into Nagasaki. With the other boats of the pack out of range, *Tang* attacked alone. The result of this attack, combined with other sinkings during the remainder of the patrol, gave *Tang* the best patrol of any U.S. sub in World War II.

II. Order of Battle
1. American Player
Tang, Class Gato
2. Japanese Convoy:
4-T2 Tankers
2-T3 Tankers
Oki, Class Etorufu
Manju, Class Etorufu
Kume, Class Ukuru B

Inagi, Class Ukuru B
No. 15, Class Kaikoben I
No. 27, Class Kaikoben I
No. 4, Class Kaikoben II
No. 36, Class Kaikoben II

III. Starting Location
1. Tang sets up anywhere after the Japanese player at least 8 hexes from the nearest Japanese ship.
2. Convoy, Fast (See 20.2.11 and omit columns 1 & 5), Escorts (See 20.3)

IV. Victory Conditions
American player must gain at least 50 victory points without losing *Tang* to win. Any other result is a Japanese victory.

V. Game Length
15 turns, Night Scenario

VI. Special Rules
1. Incredible as it may seem, *Tang* was able to attack the convoy and escape without ever being detected by the escorts. To reflect this circumstance, subtract 1 from the red die of all Japanese searches (visual, radar & sonar). This modification is not made to an escort that had made contact with *Tang* in the previous turn.
2. Torpedo Hidden Movement (See 40.0) should be used in this scenario.
3. The Japanese player may *not* conduct a prolonged attack at the end of the game.
4. *Tang* may be automatically considered a professional quality crew.

SCENARIO 8
THE AMERICAN ACES

I. Introduction
During 1943 and 1944, a generation of American submarine aces grew up whose exploits were as daring as any of those by their German counterparts. This hypothetical wolfpack scenario brings together three of those aces, Sam Dealey in *Harder*, Dick O'Kane in *Tang*, and Reuben Whitaker in *Flasher*, in the Summer of 1944.

II. Order of Battle
1. American Player
Harder, Class Gato
Tang, Class Gato
Flasher, Class Gato
2. Japanese Convoy:
6-C2 Merchantmen
1-C3 Merchantmen
3-T2 Tankers
2-T3 Tankers
Oki, Class Etorufu
Kume, Class Ukuru B
No. 15, Class Kaikoben I
No. 36, Class Kaikoben II

III. Starting Location
1. American player (See 20.4)
2. Convoy, Fast (See 20.2.10), Escorts (See 20.3)

IV. Victory Conditions
American player must gain at least 80 more victory points than Japanese player to win. Any other outcome is a Japanese victory.

V. Game Length
28 turns, Night Scenario

VI. Special Rules
All American subs may be considered professional quality crews.

SCENARIO 9
TIRANTE VERSUS YAMATO

I. Introduction
In the Spring of 1945, as U.S. troops stormed ashore on Okinawa, *Tirante* was one of several subs operating in Japanese waters to intercept any capital ships that might try to interfere with the invasion. On reports that the *Yamato* had sortied from the Inland Sea, *Tirante* proceeded to search for her. This hypothetical scenario presumes that *Tirante* actually did find the pride of the Imperial Navy.

II. Order of Battle
1. American Player
Tirante, Class Tench
2. Japanese Player
Yamato, Class Yamato
2 Cruisers, Class Mogami
Shimikaze, Class Shimikaze

Hibiki, Class Akatsuki
Matsu, Class Matsu
Enoki, Class Matsu

III. Starting Location
1. *Tirante* sets up anywhere in board section I, III, or V at least 8 hexes from the nearest Japanese ship.
2. *Shimikaze*—M16, Bd B, Dir. 6
Matsu—E30, Bd B, Dir. 6
Enoki—U30, Bd B, Dir. 6
Cruiser No. 1—M23, Bd B, Dir. 6
Cruiser No. 2—M37, Bd B, Dir. 6
Yamato—M30, Bd B, Dir. 6
Hibiki—M44, Bd B, Dir. 6

IV. Victory Conditions
The American player must gain at least 25 victory points (See 20.1) without losing the *Tirante*, or 50 victory points regardless of the fate of the *Tirante* to win. Any other outcome is a Japanese victory. For purposes of this scenario only, each damage point inflicted on the *Yamato* is worth 5 victory points.

V. Game Length
15 turns, Night Scenario

VI. Special Rules
1. Japanese ships move as a convoy with a speed of 5 until the submarine is detected or a torpedo attack made, at which time escorts only may move independently.
2. Although capital ships must remain in convoy formation, once the presence of the submarine is known, the capital ships may increase their speed to 8. Capital ship moves are still plotted three turns in advance.
3. The Japanese player may *not* make a prolonged attack.

SCENARIO 10
THE DIVINE WIND

I. Introduction
This is a hypothetical scenario that assumes the United States did not use the atomic bomb, but instead opted for an amphibious invasion of Japan. In a desperate effort to destroy the invasion fleet, the last remnants of the Japanese submarine fleet execute a "Kamikaze" attack on American naval units steaming towards Kyushu in the Fall of 1945.

II. Order of Battle
1. Japanese Player
I 202, Class I 201
HA 201, Class HA 201
I 400, Class I 400
RO 41, Class RO 35
2. American Player
Forward Destroyer Screen:
England, Class Buckly
Bates, Class Buckly
Tacoma, Class Frigate
Pocatello, Class Frigate
Invasion Fleet:
2 Aircraft Carriers, Class Enterprise
1 Battleship, Class Iowa
1 Battleship, Class North Carolina
2 Cruisers, Class Indianapolis
6-C2 Merchantmen
4-EC2 Merchantmen
4-VC2 Merchantman
1-C3 Merchantmen
3-T2 Tankers
Escorts:
Maddox, Class Sumner
Putnam, Class Sumner
Fletcher, Class Fletcher
Madison, Class Benson
Fair, Class Evarts
Alger, Class Cannon
Herzong, Class Cannon
Pillsbury, Class Edsall

III. Starting Location
This scenario assumes the existence of "Two" sets of mapboards. The first set of mapboards represents the security zone of the forward destroyer screen, and is hereafter referred to as simply the "security zone." The second set of mapboards represents the area covered by the invasion fleet itself, and is hereafter referred to as simply the "fleet area."
1. On turn 1, the Japanese submarines enter anywhere along edge 6 of the security zone. Upon exiting edge 3 of the security zone, the submarines will enter edge 6 of the fleet area. While there is no "time" to move from the security zone to the fleet area, for game purposes, the two sets of mapboards are not considered directly connected (i.e. you

cannot launch torpedoes from the security zone into the fleet area). Should by chance there still be submarines in the security zone when the first sub enters the fleet area, simply keep track of the locations of all ships and play the two mapboard sets sequentially.

2A. On turn 1, the escorts comprising the destroyer screen enter anywhere along edge 3 of the security zone. The escorts move at a maximum speed of 3 until a submarine is detected or a torpedo attack made. Until the presence of a submarine is known, escorts of the destroyer screen may only move in directions 5, 6, or 1 (i.e. they may not turn back towards the invasion fleet without reason). In the unlikely event that all four Japanese submarines evade the destroyer screen, the escorts may turn back when the presence of a submarine is detected in the fleet area.

2B. All capital ships and merchantmen set up in the fleet area according to Formation 1 (20.2.7) but with 4 ships per column. Escorts set up according to 20.3, but with a maximum of two escorts on any side of the convoy box and at least 12 hexes between each escort. All ships in the fleet area are "frozen" until a Japanese sub enters the area (NOTE: Japanese player must announce when the first sub enters the fleet area).

IV. Victory Conditions
Japanese player must gain at least 100 victory points to win. Any other outcome is an American victory.
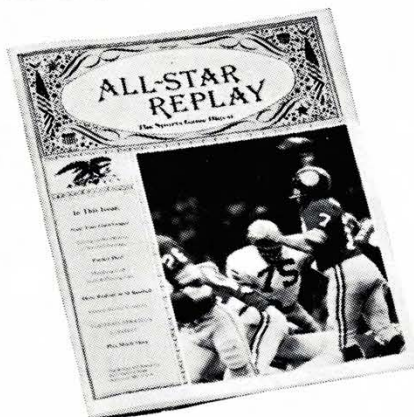
V. Game Length
(See special rules), Night Scenario

VI. Special Rules
1. All ships which set up in the fleet area must remain in the fleet area for the entire game. For these ships the fleet area boards are considered continuous as in any normal scenario. Only Japanese submarines and the escorts of the destroyer screen may move from the security zone to the fleet area. Once in the fleet area, no ship or sub may move back to the security zone (i.e. the security zone only exists to represent an outer defensive arc around the invasion fleet).
2. The invasion fleet is considered a fast convoy with restricted turning ability of one directional turn every five game turns (See 58.0).
3. Merchantmen and tankers in the invasion fleet are considered to be carrying the following cargoes: All C2's are troop transports (TT) worth 20 victory points each; the C3 is carrying military stores; the EC2's and VC2's are carrying either military stores or explosives—a die roll of 1-5 is military stores and a 6 is explosives; two T2 tankers are carrying naval fuel and one is carrying aviation fuel (See 60.2).
4. There is no time limit to this scenario. The scenario ends automatically when any of the following three events occur: 1) no Japanese sub has reached the fleet area by turn 60, 2) the Japanese victory conditions have been fulfilled, or 3) all Japanese subs have been sunk.
5. This scenario occurs after the availability dates on the data cards; therefore treat this scenario as Summer of 1945 for availability purposes.

PANZERBLITZ SITUATION "X"
by Robert Chiang
& Tom Oleson

"X" is often used to indicate the unknown, and the unknown is very seldom an important factor in wargames.

In the 1974 redesign of *ANZIO*, and in the addenda to its rules which have been published privately several times since then as much uncertainty as possible has been incorporated. For example, one rule permits the Allies to secretly cancel certain withdrawals, at the cost of making their victory conditions more harsh. In a match between Tom Oleson, as Germans, and Don Burdick (a high-ranked AREA member) as Allies, the crafty Allied player used this rule to catch the Germans completely by surprise. It was Spring of 1944. Under the Advanced rules, the Germans had chosen the Maximum OOB, and cancelled the withdrawal of their panzer divisions. This meant that the game would end March 31, 1944. German losses had been heavy, but victory looked certain, as the Allied Second Invasion at Civittavechia had nearly been repulsed, and the main front was still south of Cassino. All Allied paratroops and commandos had been destroyed in heavy fighting in southern Italy. No Allied units were deployed in an invasion posture, so the Germans sent to the front the units that had been guarding the seaward flanks, as reinforcements were desperately needed. It seemed certain that Don Burdick had not picked the option allowing him to secretly retain a number of strong units which historically had been withdrawn, over the objections of the commanders in Italy. The Allies had been through such desperate moments, where just one extra division might have swung the balance, that no one would believe that such reserves existed. But Don had exercised just such a superhuman restraint! At nearly the last moment, he invaded with those hidden reserves just behind the German front line, enabling him to break through. The Germans threw up a desperate defense, and the game went right down to the wire, but at last the Allies won.

This was a moment of genuine astonishment regrettably rare in wargaming. The Allied player used the rule just as had been envisioned, to achieve complete strategic and tactical surprise. There should be more such moments in wargaming, where both sides know too much about each other.

SEA STRIKE, a little-known British game which has a devoted band of enthusiasts in the U.S.A. and the U.K., concerns modern tactical naval warfare. In this game, your opponent's objective often remains hidden to you until the game ends, which is also possible in *ANZIO* 1974. In *SEA STRIKE*, parts of the enemy OOB, such as submarines and airplanes, will probably only gradually be revealed. Andrew Smith is one of the hobby's top authorities on naval weapons and warfare, as well as one of the sources of information for Avalon Hill's new game on Malta. In a game of *SEA STRIKE* between Andrew and Tom Oleson, the latter's meager forces were being thoroughly pulverized. Each turn Andrew would be plaintively asked to confirm what seemed to be his certain victory (remember, the victory conditions may remain unknown until achieved). Instead, he finally lost, to his opponent's great surprise. His objective was a very difficult one, which even a generous OOB was unable to achieve. He couldn't win just by crushing the opponent (who was ignorant of that fact).

Some years ago *THE GENERAL* published an article entitled "Panzerblitz Situation 13", which tried to introduce elements of uncertainty into this great game. The point system for evaluating units and selecting an OOB, together with the random
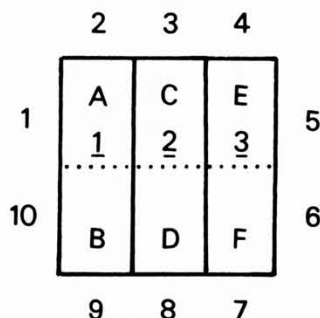
board selection, meant that no two games of Situation 13 need ever be the same. Nonetheless, even using this system, the opponents know each other's OOB once the game starts, and the victory conditions. Not only is this unrealistic, but it takes some fun out of the game, too.

The purpose of Situation "X" is to change that: to play *PANZERBLITZ* without knowing the enemy OOB (in some cases until the 9th turn), nor their objective.

All the usual rules of play are used. The differences are explained below:

1. First, decide the board configuration. The 21 scenarios which go to make up Situation "X" are devised using the standard boards numbered 1, 2, and 3. Other scenarios could readily be devised to adapt this variant to less orthodox combinations of the *PANZERBLITZ* boards, as well as to any game in the *PANZERBLITZ* family, and even to *SQUAD LEADER*!

The boards should be arranged in their nearly-square configuration:

```
        2       3       4
      ┌──────┬──────┬──────┐
      │  A   │  C   │  E   │
   1  │  1   │  2   │  3   │  5
      │......│......│......│
      │  B   │  D   │  F   │
  10  │      │      │      │  6
      └──────┴──────┴──────┘
        9       8       7
```

The orientation and juxtaposition of the boards need not be that shown, but can suit the preference of the players. If the players do not use all 3 different boards, for example because they have selected boards at random, both players should not use the same half-board section as their home board. The function of the home board is explained later.

The players at this point have not chosen the side they will take, or the scenarios, so they have no way of knowing what board arrangement would favor either side.

2. Next the players should decide who plays which side.

3. By mutual agreement, or a die roll, the players should then decide where each side will initially set up. As indicated on the chart, there are six sections, each corresponding to half of a board, and lettered A-F. If using a process of random selection, consider die rolls 1-6 to correspond to A-F, respectively. Presume 5 is rolled for the Germans, indicating half-board E. Then the Russians should use the half-board at the opposite end (B). If the die roll were 3 or 4 (C or D), then the two sides would use the abutting C and D half-boards. In this case, with the two half-board sections directly joining, neither side should set up on row Q. In those instances where the opposing home-boards do not abut, each could set up on its row Q.

4. Now comes the key step! Each player selects at random a scenario from the 21 possibilities. This selection advises you of your OOB, when it enters the game, and what you must do to win. Details of your scenario should be concealed from your opponent until the game ends. Note that unlike the standard game, there are *two* scenarios, one for each player, not just one for both players.

5. The 21 scenarios have OOB point values ranging from 200 to 1400 points. These are the same point values used in Situation 13. (Briefly point values were assigned by summing all four factors of a unit . . . attack, range, defense, movement. Example: a Panther tank unit would cost 50 points (16 + 12 + 12 + 10). Exceptions: cavalry movement factor is treated as 1; CP's = 5 points (not 1) if using optional indirect fire rules; attack factor point values of engineers would be doubled.) At this point the players should devise their OOBs, choosing whatever units they prefer, subject to certain restrictions in some of the scenarios. The total OOB must not exceed the point value given, although it can be less. The partial OOBs entering on each turn may vary no more than 10%, in order to facilitate choosing the units desired. It's not always easy to get it to come out right! For example, if you have drawn scenario 2, you could vary the OOB in the range of 145-55, to 155-45 (10% +/-).

The OOBs are constructed to prolong the player's suspense about the enemy's strength. OOB 19, with a total of 1400 points, is indistinguishable in point value from OOB 4, with only 400, until turn 5. This is just one example.

It's a good idea to keep a record of your unit point value OOB calculations, should your opponent wish to see it. Where *did* he get all those Tiger tanks!? And of course, to preserve the suspense, don't spread your OOB right out in front of your opponent!

6. Next the initial set-up. All 21 OOBs start out on turn one with point values of 100, 150, or 200. These units may be set up anywhere on your home half-board. Vehicles may be loaded or unloaded. Although the only advantage to be gained by delaying further the units available on turn one, would be a probably superfluous additional obfuscation of your opponent, it is permitted.

7. Reinforcements enter at the start of your half of the game-turn indicated, or later, in whole or part, as you prefer. They enter on any permissible exterior board edge hex around the perimeter of your home half-board. Not all units need enter via the same hex.

8. Units may not enter into hexes occupied by enemy units. Entering reinforcements may shift their entry point around the outside perimeter of the boards, at a cost of a one-turn delay per section. This may be done whether forcibly, because all entry hexes onto the home half-board are blocked, or voluntarily.

For example, presume that your half-board is section A. Your reinforcements may enter without delay through sides 1 and 2 (see diagram). A turn later, a unit could enter at 3; two turns later, at 4; three turns later, at 5, and so forth. A unit going the other way could enter with a turn delay at 10, two turns at 9, and so forth. Written notes should be made and kept of reinforcements being shifted around the board.

Not only does this add a further element of interest and uncertainty, but of realism as well, since the vast distances of the Russian Front often made a rigidly-defined front impossible.

9. Turn-order. Before starting the game (turn one), each player should reveal only that part of his OOB which will enter that first turn. The player with the smaller number of units, regardless of point value, sets up first, and moves first; the other player sets up second, and moves second. Of course, both players set up before either moves. In case of identical numbers, the Russian player is first.

10. Victory conditions. There are two ways to win a scenario of Situation "X":

a. If at any time during the game, after turn one, there are no enemy units physically present on the boards, you have won at that point.

b. If at the end of any game-turn (not player-turn, but both player's halves of one turn), you have fulfilled the task outlined in the scenario, you have won.

c. A draw is very improbable, but it can occur in three ways:

1. After all possible reinforcements have entered, both players realize that they do not have the forces necessary to win.

2. At the end of a game-turn, both sides have fulfilled their victory conditions.

3. Note that there is no time limit in Situation "X": it continues until a decision is reached. Again it should be stressed that in all probability one side *will* win in 10-15 turns. Nonetheless, the players may wish to agree on a turn limit by mutual agreement.

11. *SEA STRIKE*, in its first edition, had a novel rule governing espionage. Each player would place the card governing his OOB victory conditions face-down on a table, together with a number of blank cards. These blank cards represented "counter-espionage". A certain number was issued, and more could be "bought" at the cost of a small number of OOB points. The opponent could turn over one or more cards ("espionage"), again at the cost of a small number of OOB points. Your opponent would not know if your "espionage" had succeeded in discovering his OOB and intentions. It would easily be possible to devise a similar system for Situation "X", but we have not done so. Experience with Sea Strike shows it to introduce too high an element of chance. Perhaps that's the reason why it was deleted from the second edition of that game.

Another option players may wish to introduce is to draw not one scenario, but several. Each player could then choose his preference. This alleviates the "who dealt this mess!?" reaction, well-known to card-players!

THE SCENARIOS

1. 200 (This is the number of points from which the OOB may be chosen, per the Situation 13 values. See also the OOB chart).

You command a small rear guard force, which has been given the mission of delaying any enemy advance into your section, at all costs. You must occupy a minimum of any two adjacent town hexes on your home half-board, for any two consecutive enemy player-turns, after turn 6.

2. 200 Your small delaying force must harass the enemy, with a minimum of friendly losses. You must destroy at least one enemy unit. You must also exit off the map edge with at least 150 points of friendly units. However, your orders are to keep contact with the enemy for as long as possible, so you can only exit off the half-board containing the largest number of enemy units, and no earlier than turn 8. "The largest number of enemy units" refers to number, not point value. The moment of determination is at the end of your exit turn. If two half-boards have the same number, you may choose either. Units on inter-board hexes may be counted on either board, as you choose.

3. 200 A massive enemy breakthrough has occurred, leaving your force cut off behind enemy lines. Your primary duty is to escort your supply trucks to safety. Your trucks can only enter through your home half-board, after turn 2. You must have at least 5 trucks. A majority of these must cross all 3 boards, and exit off the east (or west) board edge of the half-board farthest from your own home half-board. In addition, at least 75 points of non-truck units must also exit off that same board edge.

This scenario is applicable only if your home half-board is not in the "middle" board. If it is, discard it and draw another scenario.

4. 400 The enemy desperately needs to be able to use the roads leading from his home half-board, if he is to continue his advance. You must occupy any road junction in any half-board adjacent to the enemy home half-board for any two consecutive enemy player-turns, starting after turn 6. If the road junction is in clear terrain, you need only occupy the adjacent covered terrain road hex.

5. 400 Your orders are to seize a hilltop for emplacement of towed artillery. You must occupy any two adjacent forest hilltop hexes, not on your home half-board, with unloaded towed artillery, for any two consecutive enemy turns, starting after turn 6. Each hex must be adjacent to a slope hex.

6. 400 Intelligence suspects that the enemy is planning a new move in your sector. You must harass the enemy build-up, using your mobile "A" class weapon AFVs. These AFVs must each have a minimum range of 8 hexes, and have a LOS of at most 8 hexes for each of 5 adjacent open terrain road hexes. You must fulfill the victory conditions using at least 3 AFVs, for any two consecutive enemy turns, starting with turn 7.

The 5-hex stretch of open road which you must harass is determined by the enemy player's move: it is the first such stretch of road travelled by at least 3 enemy units. Should the 5 hexes not have been determined by the end of turn 3, you may choose any such stretch on the half-board with the largest number of enemy units at that time, using the same definition as in scenario #2.

To avoid differences of opinion about which stretch of road fits this scenario's victory conditions ("You win? You're crazy, I only moved two units down that road 6 turns back!"), either this scenario should be deleted, or at the end of turn 3, both players should agree about whether the 5-hex stretch of road has been travelled, without, of course, indicating whether this scenario has been selected: do it "just in case".

7. 600 Your force has been given the task of constructing a strongpoint on a hex controlling the approaches to a large section of territory. You must occupy any one of the following three hexes for any two consecutive enemy turns, starting after turn 6: 1-AA-9, 2-I-4, or 3-AA-9. You cannot pick a hex on your home half-board.

8. 600 You have been ordered to prevent the enemy from advancing along a particular road. You must occupy any four adjacent forest road hexes, for any two consecutive turns, starting after turn 6. The hexes may not be on your home half-board.

9. 600 Search out and destroy enemy stragglers: these are your orders. To win, at the end of any turn after turn 7, you must meet 2 conditions:

a. You must have destroyed at least 100 points of enemy units, or a number of units (not points), representing at least 25% of the total number of enemy units on the board at the point you claim victory.

b. Your own losses may not exceed 125% of the enemy's losses, in points.

10. 800 You have been commanded to establish a strong defensive position around your home half-board, and yet to keep your casualties low, conducting a fighting withdrawal, after an extended holding action. Your task force must consist of at least 40% non-vehicular units, by number, not points. Your primary objective is to hold every town hex on your home half-board through turn 7. Exclude Opustoschenia. Then you must exit your units off your home half-board edge, by way of road hexes, by the end of turn 9. Any friendly units remaining on the board after turn 10 are considered abandoned, and count as losses. Your total losses in points must not exceed enemy losses.

11. 800 Attack! You must penetrate the enemy sector regardless of losses. During two consecutive enemy player-turns, after turn 6, you must have at

least one infantry unit of any type in a town hex on the enemy home half-board.

12. 800 You are part of an advance force whose duty is to secure a north-south road through which your main force will travel. You may choose any half-board on boards 1 or 2, excluding your own half-board, and drive out, or eliminate, all enemy units in the hexes of the road running the length of the half-board. At the start of the movement phase of any two consecutive friendly turns (commencing after turn 7), you must fulfill two conditions: the road must be clear of enemy units; every covered terrain hex on or adjacent to the road must be spotted.

13. 1000 Take the offensive immediately! You must destroy at least 150 points of enemy units, or at least 40% of the number (not points) of enemy units on the board at the end of the game-turn you claim victory. Your losses must not exceed 125% of enemy losses, in points. The victory conditons may be fulfilled at any time after turn 7.

14. 1000 Your mission is to try to counter a possible attack by establishing a strong point or points with lines of fire into enemy headquarters. Each half-board has a town excluding Oputstoschenia. You must place in covered terrain hexes guns of any sort (including AFVs), with range sufficient to fire into all three hexes of the enemy town. For three consecutive friendly turns, starting after turn 5, you must have at least one such undispersed gun covering each of the three town hexes.

15. 1000 Headquarters has ordered you to begin preparations for assaulting the town entirely on the enemy half-board. You must seize at least three slope hexes (only two if the town is Zabvenia) within four hexes of the town, and with a LOF on the town. You must occupy these hexes with "A" class AFVs with a range of at least 8, for any two consecutive enemy turns, beginning after turn 6.

If the enemy town is Grabyosh, discard this scenario, and choose another.

16. 1200 Your divisional commander is anxious to move his headquarters nearer the enemy. You must secure a town on the enemy board, either that section which is his home half-board, or the other section of that same board. No undispersed enemy AFV may be allowed to have a LOF on the town of less than four hexes, and no undispersed enemy unit of any type may be allowed to advance within two hexes of the town. You must fulfill these conditions at the end of any two consecutive friendly player turns, after turn 6.

17. 1200 There are 3 bridge hexes: 1-Z-9, 2-K-4, and 2-G-9. As commander of an advance force, you must secure one of these bridge hexes for later arriving units. No undispersed enemy AFV may be allowed to have a LOF on the bridge of less than 4 hexes, and no undispersed enemy unit of any type may be allowed to advance within two hexes of the town. You must fulfill these conditions at the end of any 2 consecutive friendly player-turns, after turn 6.

18. 1200 Your reinforcements are due to arrive soon. They cannot pass through your sector, unless you can secure a road across the length of a board, either 1 or 2. You must clear the road of enemy units, and you must have every covered terrain hex spotted, on or adjacent to the road, for two consecutive friendly turns, at the start of the movement phase. These two turns must be later than turn 6.

19. 1400 Headquarters has provided you with a massive force to do a big job: secure the central road running through all three boards. You must clear the road of enemy units, and you must have spotters for every covered terrain hex adjacent to or on the road. The conditions must be fulfilled at the start of the movement phase for any two consecutive friendly turns, after turn 6.

20. 1400 You have been ordered to launch an all-out attack against the enemy, but without suffering serious losses. You must destroy at least 200 points of enemy units, or at least half of the number (not points) of enemy units on the board. Your own losses must not exceed 125% of enemy losses, in points. The victory conditions may be met any time after turn 7.

21. 1400 Divisional headquarters has told you that you must capture enemy headquarters. You must secure the town on the enemy home half-board for any two consecutive enemy turns, at the end of the movement phase. To secure the town, you not only have to occupy it, but spot all forest hexes within two hexes of the town, and all forest hexes with a LOF on the town of less than 7 hexes. The two consecutive turns may not be earlier than turn 7.

SCENARIO ORDERS OF BATTLE

Turn — Scenario	1	3	5	7	9	Total points
1	200*					200
2	150	50				200
3	100	100				200
4	200	200				400
5	150	200	50			400
6	100	100	200			400
7	200	200	200			600
8	150	50	400			600
9	100	200	300			600
10	200	200	200	200		800
11	150	50	400	200		800
12	100	100	300	300		800
13	200	200	200	300	100	1000
14	150	50	300	300	200	1000
15	100	100	400	200	200	1000
16	200	200	200	300	300	1200
17	150	200	400	300	150	1200
18	100	200	400	300	200	1200
19	200	200	400	300	300	1400
20	150	200	400	300	350	1400
21	100	200	400	300	400	1400

*These numbers are point values corresponding to the reinforcements arriving that turn.

★★★★★

STRATEGIC SUBMARINE . . .

2. If two different occurrences (attack or intersections) occur in the same turn, the German player selects which is to be resolved first.

3. The German player may order more than one attack hex against the same convoy. This is to allow submarines which were unable to reach the convoy when the attacks began to participate at a later time. He may commit more submarines to the attack at a later time of his choice. The German player must note by the submarine in the Time Chart, the number of hexes the convoy occupies at the time the submarine is ordered to attack.

4. A submarine committed to attack a convoy cannot contact any other convoy that may intersect in its hex.

5. The German player may call off an attack in progress at any time. No submarine can be within twenty hexes of an enemy escort and in radar, visual or sonar contact at the time the attack is called off.

6. Once a submarine has been committed to attack one convoy, it can never attack another convoy until the attack is called off.

7. When an attack against a convoy is called off, all submarines which were committed to attack that convoy must be repositioned into new hexes on the German plot map. Those submarines which were unable to reach the hex the convoy occupies, are placed in the closest hex to the convoy they can reach. A submarine can move as many hexes as the difference between the number of the hex the convoy currently occupied and the number of the hex the convoy occupied at the time the submarine was committed to attack.

For example, a submarine was named to attack a convoy when it was in the hex numbered 4 of its route. At hex 10 of its route, the German player called off the attack. The submarine must be placed in a hex 6 hexes closer to the convoy's current location.

8. Reinforcing escorts or escorts left behind with a sinking merchant or making a prolonged attack can move one hex every two hours or 12 hexes per 24 hour period. A reinforcing escort must join the convoy it was committed to join. The Allied player can either plot the routes of these escorts to intercept the convoy on the Allied plot map or calculate mentally at which hex they will join the convoy. There is a probability that a reinforcing escort will never reach its convoy. The British player must use the Allied Reinforcement Table (Table 18) to determine whether each reinforcing escort will reach its convoy.

9. Any time that a merchant ship becomes dead in water or is sunk, either the *Zamarek* or any one escort with the convoy must remain within three hexes of the merchant ship for thirty minutes. It can move each turn, but its bow can never be more than three hexes from a hex occupied by the stricken merchant ship.

IV. END OF GAME

A. Once all possible intersections and attacks have been resolved, the game is over.

B. Each player totals the victory points gained for all actions being fought as explained in the Campaign Game (p. 14 of Battle Manual). Each player also gains 1 victory point for each damage point inflicted on an enemy ship which is not sunk or dead in water.

EARLY YEARS: REBUTTAL   by David Bottger

Contrary to his expectations, I was pleased to see Richard Shagrin's article "The Early Years Reexamined" (*GENERAL,* Vol. 14, No. 5) criticizing my original article "Third Reich: The Early Years" (Vol. 14, No. 3). It indicated at least that someone had read my effort and had been sufficiently moved to apply pen to paper. I would be less than candid, however, if I did not admit that it is somewhat difficult to respond objectively to Mr. Shagrin's comments, given their superior and often snide tone. But many of his observations demand response, and for that purpose I will proceed.

Axis Options

Mr. Shagrin first takes issue with my assertion that Germany must conquer Poland quickly, preferably in Fall 1939, by noting that the rules and victory conditions do not require Poland's conquest at all. True, but not very enlightening. *THIRD REICH'S* main attribute is the freedom it allows its players to deviate from historical or even logical courses of action. But freedom carries a price. To evaluate delaying the fall of Poland requires a weighing of this price with its potential benefits.

As an alternative to a first turn attack on Poland, Mr. Shagrin suggests an all-out effort in the West, with the early knockout of France as the goal. Given optimum die rolls, the move he describes leaves one or two German armored units adjacent to Paris at the end of the Axis first turn. It also requires the use of 10 German air factors against the French air force, 5 in counterair and 5 in interception, resulting in elimination of the latter. Five additional air factors must support the attacks on Brussels (to avoid loss of armor by EX result) and Sedan and to suppress the Belgian and Dutch air units. That leaves only 5 air factors for defensive air support during the Allied turn, although admittedly an Allied offensive option is unlikely.

You may notice I have omitted the attack on Denmark which Mr. Shagrin included in his proposal. The two infantry units assigned to that task are needed elsewhere, according to the rules with which Mr. Shagrin claims such intimate familiarity. At least one infantry unit must be deployed against Poland, since "combat of some type is mandatory" there in Fall 1939 (Second Edition Rules, p. 30, section 6.2). Another infantry unit should be placed in Finland. AH has ruled in response to an inquiry that air units such as Mr. Shagrin advises sending to Finland will not garrison that country against Russian attack under rule 3.582.

Thus modified, Mr. Shagrin's attack consumes 45 BRP's, 15 for the offensive option and 10 each to declare war on Belgium, Holland and Luxembourg. This leaves 30 BRP's for builds. At least one replacement unit should be sent to garrison Rumania. Three other replacements should be built to provide fodder for the expected Allied attrition option in the West. At first glance, it appears that one replacement unit sent east and added to the two fleets and two infantry units already there will satisfy the 25 factor East Front garrison requirement. But as I read section 6.2 of the Questions and Answers Appendix referred to above, if a Polish attack reduces German strength there below 25 factors, Germany forfeits the game, since the required number of factors would not begin the following German turn in the East. To avoid the ignominy of being defeated by Poland (just desserts for Mr. Shagrin, in view of his attempted Polish joke), Germany had better send two infantry units east. The remaining 20 BRP's can buy one 5-factor air unit or two armor units, plus assorted infantry

and replacements. (Ed. Note: The unit construction and strategic redeployment phase would give the German ample opportunity to avoid a forfeit.)

To digress a moment, it should be obvious why the invasion of Poland is now considered to have been such a gamble. Germany simply lacked the military might to respond to an Anglo-French attack in 1939, had it occurred. For the same reason, but perhaps to an even greater degree, Germany takes a great risk in attacking France so early in the game.

Consider the probable Allied reaction. French units mass around Paris and the German armored thrust. Britain, fearing an early French defeat, transports at least two ground units to the Continent. With at least 21 ground factors adjacent to the invaders, the Allies have a 50-50 chance of either capturing the hex east of Paris (advance by British units to permit use of British DAS) or forcing the destruction of the armor occupying it as attrition losses. Either course removes the armor unit(s) adjacent to Paris, allowing a French build there. With 42 BRP's to spend on unit construction, France resurrects her intercepted air unit and activates both armor units, all infantry and three replacements for sentry duty on the Italian border. England builds air and ground forces to aid her beleaguered ally.

As a result, German units lie at least one, and possibly two or three hexes from Paris, facing equal or greater air power and a formidable ground force. On the shortest route to Paris lie 12-14 British defense factors, then 15 or 18 French defense factors in the capital. This assumes *no* German casualties from her own attacks. An EX result in the attack from Sedan, for example, costs a precious armored piece, weakening the thrust and limiting attack options in Winter 1939.

And it could be worse. Note that Mr. Shagrin's plan makes no provision for defense of the Reich. I wonder how he would respond to the sight of British units in Berlin. If Britain deployed at least one unit on a port, an amphibious assault on the beach east of Bremen is possible (remember, both German fleets are on garrison in the East). One fleet can carry the invading infantry while the others based in England provide sea escort for extra forces SR'ed to the bridgehead/port.

Since Germany spent at least 45 BRP's the Allies can, by judicious spending, gain the initiative in Winter 1939. That means British units can waltz into Berlin without firing a shot, while the French eliminate or cut off as many Germans as possible. Reinforcements SR'ed to Germany may even screen Berlin completely from German counterattack.

Enough horror stories. The simple fact is that the gamble is not worth the risk. At best, Germany would start 1940 with 40 BRP's conquered (assuming Denmark falls in the winter), as compared to 60 (70 if joint conquest of Yugoslavia) by taking Poland first, then striking west. In addition, she will have bought an extra offensive option in the West while wasting a free one in the East, resulting in a further underdeveloped force pool. In BRP terms it does not matter if France falls in Spring or Winter 1940—either way, Germany gets the BRP's in Spring 1941. If France falls as early as Summer 1940, it will still take a turn to conquer Poland plus probably another turn to redeploy east and rebuild the force pool. So now it is Spring 1941, and what time has been gained in this gamble?

The same general comments apply to a first-turn attack on Russia. Mr. Shagrin questions my analysis on this point, rejecting my statement that a

Fall 1939 attack on Russia is not feasible because most of Germany's forces will be attacking Poland in the first turn. The point is, if Poland is not vanquished, German deployment against Russia is extremely limited—20 factors maximum in minor allies at any one time, plus whatever can get into battle from East Prussia. This makes it less likely, not more likely, that enough Russian casualties can be inflicted to force surrender before France and Britain are able to apply intolerable pressure.

Further, I tend to question Mr. Shagrin's proposed attack from Finland. It presupposes an incompetent Russian deployment (*e.g.,* no Russians on Finnish border). One may certainly aspire higher than to advise how to defeat such poor play.

Next Mr. Shagrin rejects my suggestion that Italy declare war on France and Germany on Yugoslavia, causing a state of war between Italy and Yugoslavia. Then the Axis sends 21 combat factors in an attrition option against Yugoslavia, guaranteeing the elimination of one Yugoslav unit and permitting an Italian 2:1 on Belgrade in the winter.

He discards this ploy by asserting that France, for example, could volunteer one of its units for attrition loss, thus preserving the Yugoslav army, gaining her 20 BRP's and thwarting the planned Italian attack. The flaw in his analysis has already been pointed out by the Question Box in Vol. 14 No. 2 of the *GENERAL.* There it was ruled that a major power could absorb the minor's attrition losses only if they were joint targets of the same attrition option, *i.e.,* intervening major power already at war with and possessing units adjacent to the attacker on the same front. In all other cases, as this ruling and rule 3.71 itself make clear, intervention, the prerequisite to the major power taking the minor's losses, may not occur until the intervening power's turn. It is Mr. Shagrin's analysis, rather than my approach, which therefore must be judged a failure.

Finally, Mr. Shagrin takes issue with my rejection of "doing nothing" as a reasonable German option in 1939 on the Western Front. He does this by reference to the "fleet in being" concept. "Fleet in being," as a defensive concept, is hardly suited to the German strategic situation in 1939. In addition, I am somewhat puzzled by Mr. Shagrin's advocacy of the "do nothing" course in the same article in which he discusses all-out attacks both east and west. Frankly, I am no longer sure what, if anything, he really is proposing.

British Options

From my statement that an amphibious assault on Britain is unlikely, Mr. Shagrin concludes that I advocate leaving only 7 ground factors in Britain to defend against an air assault on London. Having leaped to this assumption on my behalf, he proceeds to refute it, showing his prowess against straw men.

In fact, I prefer to keep at least one 5-4 air unit in Britain. I also suggest garrisoning all British ports within German airborne range with a replacement unit, to prevent the capture of a British port for German SR or transport, the danger cited by Mr. Shagrin. Other units should be placed adjacent to ports, preventing SR into them even if seized by Axis paratroopers.

Russian Options

Mr. Shagrin next expends considerable energy attacking my views on a Russian invasion of Turkey. It is a pity he does not know where they are. In my article, I attempted to show that from a short-term BRP viewpoint, the BRP's gained conquering Turkey outweigh potential losses there. Mr. Shagrin responds that the probable German reconquest of

Turkey makes this a losing proposition for Russia. Had he put down his copy of *Bartlett's Familiar quotations* for a few minutes, he might have read this caveat following my BRP calculations: "German conquest of Turkey as a preliminary to invading Russia both costs Russia an immediate 30 BRP's and opens up her southern front . . . . in short, I tend to accept Greenwood's advice against attacking Turkey . . . ."

Norway

Fresh from his victory over yet another straw man, Mr. Shagrin attacks my observation that Germany must conquer Norway in one turn, using paratroops, by noting that a German 4-6 armor, a borrowed Italian 2-5 armor and air support can turn the trick. What I actually said was "For Germany, Norway must be conquered in one turn or not at all" and "Germany can effect a one-turn conquest of Norway only through the air."

If I chose to be technical, I could argue that "through the air" includes air support, which Mr. Shagrin also uses. Actually, I intentionally declined to assume that Italian help would be available. But this does not detract from the general validity of Mr. Shagrin's plan. What does detract from it is his assumption that either Norwegian beach is vulnerable, so that Norway cannot guard both. An amphibious assault on the western beach may well stir up the British navy, which can intercept under rule 4.916 even though Britain cannot formally intervene on behalf of Norway until its own turn. Once Russia is at war with Germany, the same applies to the beach hex southeast of Oslo. The loss of just one German naval factor to an intercepting navy will also eliminate the Italian armor and spare Oslo long enough for British intervention in force.

I will stand on the statement that a one-turn conquest of Norway is imperative. It is simply too easy for either side to reinforce there, turning a sideshow into a potentially major thorn in the side. Mr. Shagrin suggests that there are three situations in which an Axis one-turn conquest is unnecessary: (1) Allied ground forces unavailable for intervention; (2) Allied naval forces already used; and (3) Axis has two consecutive turns due to BRP manipulation. As for (1), it presupposes less than quality Allied play, against which little advice is needed. Situation (2) cannot occur unless the Allies gain the initiative, as is true of (3). Against competent Allied play, this will not happen unless the Allies have bigger fish to fry, *e.g.*, attack on Rome or Berlin. In that situation, Germany will have better things to worry about than Norway. Finally, the statement that Germany should be content to "counterpunch" a British invasion of Norway assumes that Norway does not fall in one turn. Any Allied player who allows this to occur deserves to be counterpunched.

Polish Defense

Mr. Shagrin criticizes my "expected BRP loss" calculations for various Polish defenses by noting that no German infantry unit can reach Brest-Litovsk, as I stated. That's one for you, Mr. Shagrin. This correction changes the order of average BRP losses thus:

A. H. Defense	7.59
Comparison Defense	7.54
Standard Defense	7.17

It also changes the German force commitment against the comparison defense to no infantry, 16 armor and 18 air factors, for a total of 34 factors. Despite these changes, my standard defense still comes out best in diverting German forces, for an insignificant (.37) reduction in average BRP loss.

IN DEFENSE OF LINEAR TACTICS

by Roland Parenteau

Naval engagements are more difficult to plan than land battles, because in a land battle you can always count on the opponent's grabbing the best available terrain. Since there is no terrain on the sea, the best strategy available to a naval commander often depends mostly on the strategy to which his opponent commits himself. The best "plan" to follow at the battle's outset, then, is that path of action that leaves the most options open. In most fleet actions of *WOODEN SHIPS & IRON MEN,* that path lies in the direction of linear tactics.

Avalon Hill's rule book to *WS & IM* maligned the linear tactics of the sailing ship era unreasonably. The battle line has many advantages over "loose" formations. The battle line opens clear fields of fire for the greatest number of ships in a fleet; it gives the maximum number of ships protection at the bow and stern, and weak points of any sailing ship; it leads to more orderly maneuvering and less fouling of one's own ships; it provides the best formation for cooperation between ships of a fleet.

Ships should not break line early in a naval battle, for the same reason that queens should not be moved too early in a game of chess; there are too many places for either to go to be able to decide which is right. A wrong decision means the loss of valuable time. Better to maintain the line until the advantage of breaking it becomes clear, and until one knows exactly which way to start moving ships.

Wargamers who find the "fighting rules" obsolete or stifling are kidding themselves if they think that sea battles were won by dashing into the face of enemy fire and having it out broadside to broadside, preferably with a melee or two. With rare exceptions, this was not the case. Melees were used to capture a ship as a prize, after advantage had been secured another way. Meleeing without first obtaining a decisive advantage turns *WS & IM* into a die-rolling contest.

This, however, begs another question: what constitutes an advantage, and how do you obtain it?

In the sailing ship era, a fleet was said to have a positional advantage if it could: (a) secure the wind; (b) mass greater firepower against a small portion of the enemy line; (c) double the opposing line; or (d) isolate and defeat a small portion of the opposing line.

Securing the wind and massing firepower are difficult in most scenarios, for the same reason; since the ships are usually only one hex apart, there is no way to move through a line to secure the wind, or to bunch ships any tighter than they already are.

Doubling the opponent's line is also difficult. The opponent can usually turn his fleet in on itself, and mass firepower against the portion of your fleet that tries to turn the corner on exterior lines. This problem is removed if you try to double the rear of the opposing line, but that introduces another problem: the opposing fleet just sails away. In practice, doubling a line is seldom achievable against an undisrupted fleet.

That leaves creating and exploiting gaps. This is easiest to do, because you need only reduce the mobility of one ship in a line and be ready to move in when that ship slows her comrades. It is then relatively easy to mass against the slow ship and cripple her.

Doing this requires that one concentrate on a strategic point in the opposing line. Choosing that point is crucial, and the location of it depends on which way the wind is blowing.

If the enemy fleet has the wind behind it, the concentration point should be halfway through or in the rear of their line. This gives the forward part of the line the least opportunity to come to the aid of the rear.

If the fleet is heading into the wind, the place to concentrate is at the head of the line, where help cannot be brought up quickly.

Only when the opposing line has been disrupted should you break your line, and then only with a clear purpose. Patience is the key. Don't read the rule book and throw the fighting instructions to the devil. Ships of the line aren't meant to be handled like smaller ships. Look at the turning capabilities to see why. Ships of the line were meant to withstand enemy fire even alongside another ship at close range; they were thus heavy, relatively unmaneuverable, and had hulls all but impervious to punishment. You cannot depend on the headlong rushes to defeat them. Don't try.

Patience and orderly tactics give you better coordination between your ships, and allow you to take advantage of opportunities. Never let an opponent (or an article you read) cajole you into breaking your line unnecessarily. There's nothing wrong with maintaining it.

SQUAD LEADER PLAY-BY-MAIL

by Bill Farone

As a long time play-by-mail (PBM) enthusiast I found it strange that I should be attracted to a game like *SQUAD LEADER*. The relative simplicity of the rules and the required precision in play have made games like *BULGE, D-DAY, AK,* and *PANZER LEADER* the mainstays of my gaming time which is virtually all PBM. At first glance it would seem that *SQUAD LEADER* is an extremely complex game with too many rules and phases to make it enjoyable or even playable in the PBM format.

My main interest in *SQUAD LEADER* began when I realized that it provided an encounter with military history in a relatively detailed manner yet still large enough to allow me to be able to relate it to the larger scale of grand tactics or strategy. Furthermore, under the philosophy that a game simulates a command situation, *SL* provides a reasonable feel for the role of the unexpected event in a battlefield situation. In most of the classics the unexpected situations deal with items like weather and supply rolls. Although it is great to have clear weather in December as you roll toward Moscow as the Germans in Stalingrad, it usually leads me to have nagging doubts about whether I could have won without this rather significant change of history. On the scale of *SQUAD LEADER*, the chance breaking of a machine gun or radio does not pose similar psychological problems for me since I can better accept them as standard elements of warfare on that scale, not so significant in the overall historical sense.

Regardless of your reasons, if you want an exciting game, PBM *SQUAD LEADER* may be just the thing to brighten up your mailbox. It might even make the bills less noticeable. If you wish to speed up the tempo try it with friends locally where the moves can be passed back and forth conveniently such as in the inter-office mail. A word of caution in this latter case may be helpful—watch your discussions at coffee lest you upset the casual listener!

After trying a series of PBM sheets I find the best sheet for *SQUAD LEADER* is simply lined but otherwise blank paper. A typical listing is given below for the entire German opening movement phase in Scenario 7:

(2-4-7 + HMG)/4CC7 - 4EE6 - 4FF5 - 4FF4
(4-4-7 + LMG)/4BB7 - 4DD6 - 4FF5 - 4DD4 - 4BB3
(2-4-7 + MMG)/4DD6 - 4FF5 - 4DD4 - 4BB3
(8-1 + 8-3-8 + LMG + PF)/4AA8 - 4CC7 - 4EE6 - 4EE5 - 4CC4 - 4CC3 - 4CC2
(4-4-7 + PF)/4FF4 - 4FF3 - 4EE3 - 4DD2 - 4CC2
(8-0 + 4-6-7 + LMG +PF)/4EE7 - 4EE6 - 4EE5 - 4CC4 - 4AA3 - 4Z2
(4-4-7 + LMG)/4DD5 - 4DD4 - 4BB3 - 4BB2 - 4AA2
(8-0 + 4-6-7 + LMG + PF)/4EE6 - 4EE5 - 4CC4 - 4AA3 - 4AA2 - 4AA1
(9-2 + 4-6-7 + LMG + PF)/4FF5 - 4DD4 - 4DD3 - 4DD2 - 4DD1 - 3DD10 - 3DD9
(8-1 + 8-3-8 + LMG + PF)/4Z8 - 4BB7 - 4DD6 - 4FF5 - 4FF4 - 4FF3 - 4FF2
(10-2 + 8-3-8 + LMG + PF)/4Z9 - 4AA8 - 4CC7 - 4EE6 - 4EE5 - 4FF4
(4-6-7 + PF)/4Y10 - 4Z8 - 4BB7 - 4DD6

This notation is quite easily translatable. For example, the second line indicates that a 4-4-7 squad with a light machine gun began on hex 4BB7 and moved through 4DD6, 4FF5, and 4DD4 to reach hex 4BB3. The fourth line indicates that Sgt. Hieken and the 8-3-8 squad carrying a light machine gun and Panzerfaust started on hex 4AA8 and moved through the noted hexes to reach hex 4CC2.

Typical attacks are listed as follows:

(4-4-7 + 2LMG)/1X5 + (4-4-7 + 2LMG)/1Y5 vs. 1Y7 16(+3)
(2(4-4-7) + LMG + MMG)/1X2 + (2(4-4-7) + HMG + 2LMG)/1Y3 vs. 1Z1 36(+2)

These were the last two prep fire attacks that finished the Germans in an actual Scenario 2 game.

The game requires a large number of die rolls. This is easily handled through the generation of random number tables for the purpose. If you do not have access to an electronic calculator or computer that can generate such numbers for you and your opponent you still have a couple of options. One of these is to join a PBM organization such as the Avalon Hill International Kriegspiel Society which provides such tables for games between members. In using these tables one cites columns on the tables which are compared with columns on the individualized table held by your opponent. After each move, or at games end, the columns are sent for verification. If one uses the newspaper stock method the procedure is also quite simple. Rather than list stock after stock it is simpler to start with the first one under A and go down the list using all that sell over 30 (3000 shares). One uses the number of shares sold (in hundreds) and divides by 6 using the remainder as the roll. A remainder of 0 is used as the 6 roll. A two dice roll as in many of the *SQUAD LEADER* rolls requires the determination of two separate numbers. This is mentioned for those who may not have considered that using a 1-12 table or dividing the number by 12 and using the remainder is not the same thing and will greatly distort the game.

As noted above to resolve attacks one simply goes down the stock quotes or random number list. As soon as a result is obtained requiring a Morale Check that check is performed immediately with the next numbers in the list you are using. The leaders check first followed by the most important units (unbroken squads before broken squads) until all the Morales are checked. Then one proceeds to the next attack exactly as in face-to-face play.

Some PBM players draw up extensive lists of what should be included in each mailing. I prefer to indicate that the "advanced sequence of play" list, plus a little common sense for which die rolls to include, is about all you need. The stock market list is essentially "open-ended" if one uses a major newspaper and there should be little likelihood of running out of numbers. Defensive fire against moving targets may at first seem troublesome but for infantry, at least, poses no problem since even in FTF play the units are brought back to the target hex for defensive fire. For AFVs one would normally shoot at them before they left the target square. Since movement is essentially simultaneous in *SQUAD LEADER* anyhow, I have found little problem in playing the armor the same way as infantry with the added stipulation that if an attack is effective on an AFV that has been listed as moving, all subsequent AFVs that moved through that same square can redo their moves if they could not reach their final position because of the 2 MF penalty for moving through the hex which now contains a wreck

The next problem to reckon with is how to handle those items which are supposed to be kept secret such as the number of FFEs in an artillery mission, hidden initial placement and true location of concealed units. Once you have recorded the secret information you simply write them on a piece of paper which is placed in a sealed envelope. Small envelopes work well. You sign the envelope across the flap and mail it with the rest of your move. Your opponent signs it when received and it is either sent back and forth or kept by the originator until it no longer contains secret information at which point it is returned for the other player to confirm the contents. Where there is a good level of trust

between the players the mechanics described here may not be needed. This leads to a point that isn't brought up much but is critical to enjoying PBM play in a game as complicated as this. It is a known fact that we all like to win or we probably would not be playing. The problem is in how badly some of us desire to win. If you are a rules "lawyer" I suggest another pastime since so much in *SQUAD LEADER* is based on good faith that you must give your opponent the benefit of the doubt and return moves where you suspect an obvious error. In this game even the way the die cuts the counter can make the difference between seeing or not seeing a unit which will not be the same from copy to copy. I find it helped to include notes on the PBM sheets going back and forth as to which units and squares have clear LOS to each other and which are blocked where such conclusions were critical in my move and where I can see a possible difference of opinion. These problems should be resolved before they affect play and it may be necessary to redo moves in critical situations.

At first glance you might suspect that a PBM game of *SQUAD LEADER* would last forever due to the many phases that comprise a turn. Since most of the games are 10 or less turns this is simply not the case even assuming 6 mailings per turn. This compares favorably with most of the games which are routinely played PBM with 2 mailings per turn for some 25 to 50 turns. The excitement factor in *SQUAD LEADER* tends to keep the game interesting despite the number of mailings.

Having mentioned notation earlier I might add that after playing awhile there is a tendency to take some of the things for granted concerning position. I suggest as much detail as is reasonable to allow you to go back and reconstruct the positions of the previous moves. This will be necessary when the inevitable problem of the misplaced unit arises. For example, all AFV placement should include facing. This can be indicated as follows:

Truck/3P7(3Q7:3Q8)   M-3/3R7(3R8:3Q8)
Jeep/3S7(3S6:3T6)   Truck/3Q8(3R8:3R7)

These were drawn from initial positions in a Scenario 7 game. The first line indicates that the M-3 on hex 3R7 is facing the hex spine between 3R8 and 3Q8. The jeep on 3S7 is facing the spine between 3S6 and 3T6 and so on.

So far I haven't come across a problem that can't be handled although I have not worked my way through the *CROSS OF IRON* scenarios yet. The optional sequential movement rule on page 22 should, obviously, be ignored for PBM play and my preference is to ignore it anyway since the time frame of the game makes such movement quite unreasonable in any event. The feel for sequential deployment is already taken care of in the movement phases without this extra detail.

I think you will find PBM play a much more critical arena for judging strategy and tactics. Things you are likely to get away with in FTF play sometimes fail under the careful scrutiny of a PBM game. It is this very point that makes some of the classics dull in PBM play between unequal opponents. There comes a time in some of the "endgame" play when even perfect die rolls cannot salvage a victory in *AK, BULGE, D-DAY,* etc. Many players continue to play on into the inevitable making it quite boring other than for the probability of a dramatic blunder. *SQUAD LEADER* has a much lower probability of resulting in this kind of dullness.

EAST OF WATERLOO:
A Wavre Scenario
by Elwood Carlson

SOME OF OUR GENERALS ARE MISSING

One thing about *WATERLOO* is incurably different from historical events of June, 1815—the personalities of Napoleon, Wellington, Blucher and others are gone without a trace. This absence of the original commanders produces many divergences from the actual course of events during a game.

For example, the Prussian Army usually does *not* form up on June 16th for a pitched battle against a superior French host, on the field of the actual battle of Ligny. Instead, the Prussians typically follow the excellent advice in the game manual, and fall back gradually on the natural "Maginot Line" of terrain advantages (forest "passes," strategic hills, rivers and interior lines of communication) formed by the Nivelles-Quatre Bras-Wavre salient.

The French player must then try to blast an opening through this line at some point, even as the Anglo-Allied army continually filters into the defense. If he gets through this terrible mid-board passage, there is usually a mini-battle somewhere near Waterloo to decide the game (most of the actual participants having been slaughtered en route.)

Now, the game mechanics of *WATERLOO* still provide exciting, well-balanced battles. The absence of the actual generals does mean, however, that some things just will not occur. The battle of Ligny is a common example; the battle of Waterloo is actually always another. Still another thing which almost *never* can be experienced in the game concerns the actual aftermath of the Battle of Ligny.

THE PECULIAR WAVRE CAMPAIGN

All afternoon on June 16th, the main bodies of the French and Prussian armies crashed together on the plain near Ligny. Finally, late in the day, the Imperial Guard marched through the town and forced the Prussians grudgingly from the field of battle with the last light. It was a French victory, but only of sorts.

There then followed a whole series of unusual command decisions, which players sitting at a game board will never make.

First, during the night of the 16th-17th, Blucher's aide Gniesenau (acting for his commander, who had been shaken by a fall from his horse and a narrow escape from French cavalry) ordered a general retreat.

The Prussian I and II Corps were to fall back to the north under cover of darkness. Jagow and some cavalry maintained a covering presence south of Tilly until dawn, and then also withdrew. More units were deployed as a rearguard at the river line halfway from Tilly to Wavre.

The III Corps was instructed to concentrate in Gemblous (off-board to the east) and together with the IV Corps, already there, march around and come to Wavre from the east. This movement was somewhat tardy, and did not get completely clear of the area shown on the mapboard until well after daylight.

By dusk on June 17th, then, the Prussian army was whole and hearty once again, regrouping at Wavre and in good position to combine with Wellington on the 18th. The only trouble with this (no doubt glaringly apparent to the veteran *WATERLOO* player) was that it left the left flank of the Anglo-Allied position at Quatre Bras completely undefended; this would *never* happen in a game, as it gives away the mid-board salient with only minimal French losses.

To compound this, more peculiar decisions followed. For a startling beginning, the victorious French army *slept-in!* By the time French patrols were sent out, the two Prussian corps retreating north were completely away. All these patrols discovered were stragglers from Thielemann's III Corps, retreating *east*. These prisoners were forwarded to headquarters, where they strengthened a disastrous impression that the whole Prussian army was falling back on Namur to the east.

The reason for this delay was Napoleon himself. Instead of pursuing the slim victory of the preceding day, the Emperor decided to review his army!

... he did not start from Fleurus until between eight and nine o'clock, and on reaching St. Amand he examined the approaches by which this village had been attacked the day before; then he rode about the field, gave directions for the care of the wounded ... He addressed himself to nearly all the Corps, and assured them of the lively satisfaction he felt on witnessing their conduct in battle. Having dismounted, he conversed freely, and at great length, with Grouchy and Gerard on the state of public opinion in Paris, the different political parties, and on various other subjects ....

Not until *noon*, then, did Napoleon turn his attention at last upon Quatre Bras. Still he would not hear his Marshals' advice and fall on Wellington with all the forces at his disposal.

Marshall Grouchy was given command of over 30,000 men, about one-third of the entire Grande Armee. "Pursue the Prussians," Napoleon ordered, "complete their defeat by attacking them as soon as you come up with them, and never let them out of your sight." (By that time, they were *already* out of sight.) "I am going to unite the remainder of this portion of the army with Marshal Ney's corps, to march against the English and fight them if they should hold their ground between this and the forest of Soignies."

So it was that the morning of June 17th revealed a situation which is virtually impossible to obtain in play. The Prussian army was fleeing north to Wavre, leaving Quatre Bras undefended. The French were sleeping in. The course of the day added more unusual events.

First, the Prussian prisoners did their work. Convinced the Prussians were retreating east instead of north, Grouchy dispersed his cavalry in a great far-ranging dragnet to the east, and followed with the main body of his command. He thus took a third of the French army and marched *off the board* to the east! As the sun set on the 17th and a downpour of rain began, the entire Prussian army had regrouped, unmolested, at Wavre, and Grouchy was nowhere in sight.

At last, the following morning (the 18th) Prussian units were discovered north of Tilly. A rapid march brought Grouchy's force up to the rearguard river position by about eleven in the morning, despite horrible road conditions. Even as he was setting in motion an attack to force passage of the river, the sound of a tremendous cannonade came rolling over the hills from the northwest—the battle of Waterloo was in progress!

By this point, the French were doomed. Grouchy was too far out of position. Virtually the entire Prussian army was already on the march, snaking along the roads leading west from Wavre. Grouchy never even got across the Dyle in significant numbers that day; he could not prevent the appearance of almost the whole mass of the Prussian army on Napoleon's right flank in the afternoon, an appearance which sealed the fate of the little corporal.

But suppose the French had arisen at a decent hour? Even with Napoleon's decision to split the army, things might have gone quite differently if Grouchy's 30,000 men had begun an immediate northward pursuit. The regrouping of the Prussian army certainly would have been disrupted, and Grouchy might well even have come between Blucher and Waterloo, making the Prussian and Anglo-Allied armies the ones who were split and forestalling the entire disaster on the afternoon of the 18th. Brussels might easily have fallen, and who knows what else. A very great deal depended on this relatively forgotten piece of the campaign, east of Waterloo.

MECHANICS OF A WAVRE SCENARIO

This scenario gives wargamers a chance to discover just how the Wavre episode might have developed if the French under Grouchy had pursued the Prussian retreat closely. It is confined to the northeast quarter-section of the *Waterloo* board, further excluding all squares west of or including the diagonal row Y-21 to H-37.

As the first traces of dawn creep into the sky, heralding the beginning of the 17th of June, 1815, Zeiten's Prussian I Corps is on the march north from Tilly. Steinmetz and the horse artillery are gone, representing casualties at Ligny, as are other units in other corps. Pirch's II Corps has withdrawn as far as St. Gery, regrouped, and is about to join the march north. Covering units hold Tilly. (See order of appearance.)

Prussians move first, beginning with the 7AM, June 17th turn on the time record card. Then all French units set up in any square of row Y east of column 21, and move. (*Note:* More than one stack of 15combat points may start from the same square.) From this point, the events of the next two days are in your hands.

Some rules modifications increase the accuracy and realism of the scenario. The most significant of these involves *rivers*.

The actual condition of riverbanks that June in the Belgian lowlands was not good at all; the "new" Waterloo rules concerning river movement should be ignored, since they were added to improve play-balance in the game overall. Instead, use original rules which treat movement in river squares the same as for forest squares (stop on entering; proceed one square per turn.) Artillery, including horse artillery, is further restricted; these units may only cross rivers at bridges, and can enter other river squares only on roads.

Heavy rains on the night of June 17th-18th made *all* river fording problematic. On June 18 *only*, roll a die for each non-artillery unit attempting to ford a river. A roll of five or higher means the attempt failed—the unit may not enter the river square at all. All fording rolls occur after all other movement and before all combat. Die rolls cannot be "taken back;" successful units *must* ford rivers, and are counted as being on the opposite shore at the end of the turn. If the river square is in enemy zone of control, add one to each die roll. These restrictions apply to both armies, and do not affect movement in river squares containing roads at all.

The second rule revision involves movement in connection with combat. Whenever a defeated unit or units vacate a *clear terrain* square, any cavalry (*not* horse artillery) in the attacking force may occupy the vacated square as a "charge bonus;" this is *part* of combat and costs no movement points. Also, whenever a defending unit is automatically eliminated, if any attacking units have movement remaining they may move *after* combat. (This means only units involved in the automatic elimination attack may move; not those involved in soak-off or other attacks.) This movement is in addition to the "free move" accorded cavalry in clear terrain and all units attacking across rivers or up slopes, since such "free moves" are actually part of the combat portion of turns. No movement *after* combat may ever enter any enemy zones of control. (See Figure 1.)
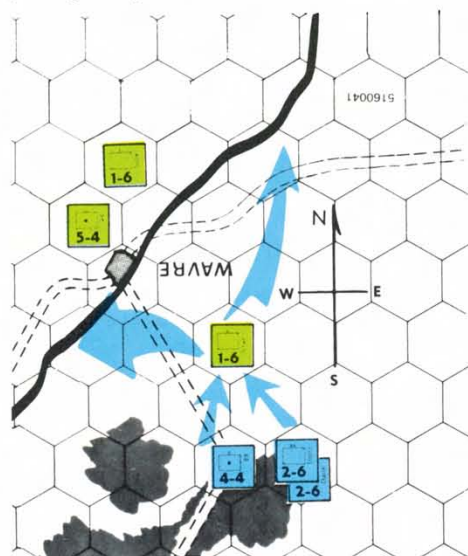
Fig. 1—On the *18th*, French units attack Schwerin at 8-1, automatic elimination. Stroltz & Chastel occupy the vacated square free as a "charge bonus" for cavalry. Stroltz then moves west, Chastel north, and both attempt to ford the Dyle. Fording rolls are 2 and 5; one unit may enter the river square and is treated as "across" the Dyle.

To prepare Prussian forces for their attack on Napoleon on the afternoon of the 18th, units rest and regroup *at Wavre*. Any Prussian unit within a two-square radius of Wavre at the start of a turn (before movement) may be inverted in lieu of movement, *if* no French zones of control reach into that two-square radius. A unit so inverted is "at rest;" it may not move or attack, and defends at half-strength. The following turn it may be re-inverted after all movement and combat by the Prussian player, again only if no French zones of control reach into the two-square radius. A "rested" unit remains rested only if it does *not* subsequently come into contact with any French forces. Any combat at all cancels out the "rested" status, which may then be restored by the same procedure. *Only* such rested units count for Prussian victory points by crossing the LaLasne at H-34. (See Victory Conditions.)

Victory Conditions

Calculation of points:

1 point for each *rested* Prussian combat factor crossing the LaLasna through H-34 by the end of 3 PM 18th turn.

5 points if Prussians occupy Wavre at end of 5 PM 18th turn.

(–5) points if no Prussians occupy Wavre at end of 5 PM 18th turn.

(–15) points if Wavre occupied by French at end of 5 PM 18th turn.

Victory Table:

Points	Victory	Degree
65+	Prussian	decisive
51-64	Prussian	marginal
50		DRAW
36-49	French	marginal
–35	French	decisive

Victory in the scenario is determined by the number of rested Prussian combat factors which have crossed *over* the LaLasne on the H-34 bridge after the 3PM June 18th turn, and by control of Wavre after the 5PM turn. (Wavre was the only road link between the Prussian army and all of their supplies and reserves located further to the east.) The victory conditions provided here are *tentative;* players are encouraged to adjust the point value of Wavre and/or the points cutoffs themselves to achieve balanced play in each individual case.

STRATEGY IN EAST OF WATERLOO

The key to victory for both players is the Dyle River, which bisects the playing area. In the actual campaign, Prussian cavalry patrols controlled the entire west bank, penetrating far enough southwest, in fact, to observe the main body of Napoleon's army marching north through Genappe on the 17th.
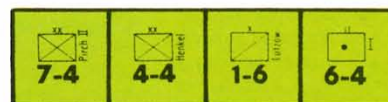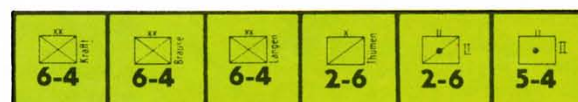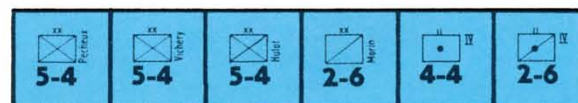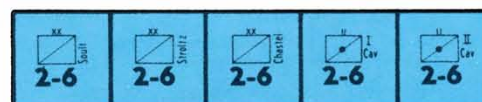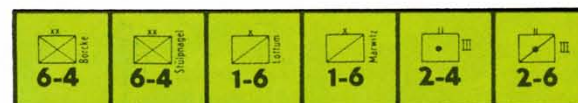
In the scenario as well, this is the most promising line of defense. If Grouchy's command can be kept from crossing anywhere in significant numbers, the trip to Waterloo will be a lark for the Prussians. This leads to two possible Prussian strategies. The first is a major stand-up battle just north of Tilly, on the 17th, to exact high losses from the French player and delay crossing attempts until the 18th, when the night of rain becomes a powerful Prussian ally. The remaining half of the Prussian army (assuming the battle decimates both sides) should be able to march west from Wavre with only a light cavalry screen along the Dyle to prevent interference. There are two problems; such a battle is risky, since peculiar die rolls can decide the game by noon on the 17th in rare cases, and the III and IV corps may be spread a bit thin by holding Wavre and marching on Waterloo at the same time. The other choice is a retreat to Wavre at once, with only a minor rearguard action at the river to delay the French, and a massive march on Waterloo as soon as practicable. More units will have to be strung along the river to hold the unbloodied French, but there will be most of four Corps to choose from
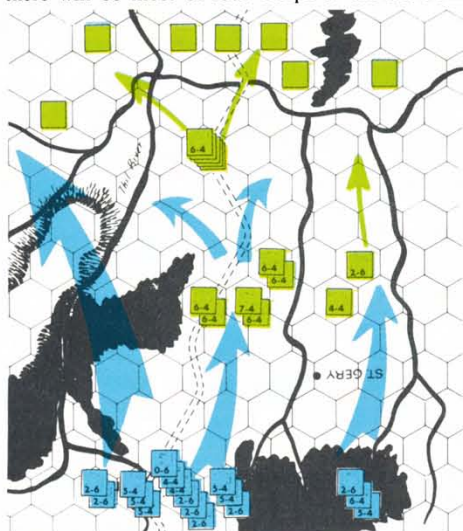
Fig. 2—French have 3 main lines of advance; a central line where artillery must be placed, and flanking drives of cavalry with possible infantry support. Prussians have two defense lines—a bottleneck and the main river position.

instead of only two. The risk here is of major French penetration across the Dyle and Genappe *southwest* of the Prussian defensive positions, before the rains come in the night to bog them down.

In the camp of Marshal Grouchy, we face the scenario from another angle. There are two major goals. First, the French troops must cross the Dyle somewhere, sometime, and severely interrupt the Prussian march on Napoleon's right flank. Units must seize every possible opportunity in this direction as their first priority. It is well to remember, though, that initially the Prussians are outnumbered slightly on the board, and that dead units will never cross that bridge at H-34. Don't be shy about attacking in reasonable circumstances! The second objective is to cut off the Prussian host from its reserves and supply trains, so that any impact they have at Waterloo will not be expanded upon. This means closing on Wavre as soon as possible, assaulting and taking the town. Artillery, which cannot cross the Dyle except at Wavre itself, will be useful in this connection. Rapid closing on Wavre has the added advantage of possibly fouling up the rest and regrouping of Blucher's army, indirectly furthering the first goal. Of course, the Prussian player will try to block all these moves, but if he tries to cover everything at once, he will be spread so thinly that you can pick your targets and strike for one of these goals or the other.

This is a short scenario (12 turns total) and involves less than half of the *WATERLOO* counters (Prussians = 29 counters and 106 combat factors; French = 17 counters and 52 combat factors.) Over half the Prussian army is effectively out of the picture for the first day, so that the scenario is not as unbalanced as totals suggest; victory in this setting is a matter of good strategic planning and movement, and effective use of units in combat and other tactical situations. The game offers a unique understanding of a little-known but crucial feature of Napoleon's final campaign, and an opportunity for you to recast for yourself the maneuvers and battles which might have been. What really *could* have happened, east of Waterloo?

Fig. 3—On the 18th, the Prussian march on Waterloo dominates play. French forces west of the Dyle try to stall the column, while remaining units (especially artillery) assault Wavre. Prussian defense of the Dyle is aided by flooding, which makes fording difficult.

CAESAR's LEGIONS

German: Keith Poulter
Roman: Jim Hind
Commentary: Don Greenwood
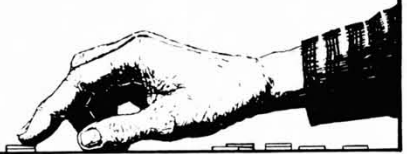
Caesar's Legions is AH's strategic game of campaigns on the German frontier of the Roman Empire between 60 B.C. and 70 A.D. The first two scenarios, covering Julius Caesar's conquest of Gaul, are very small and one-sided, being intended only as learning devices/solitaire ego trips. But the game really comes into its own with scenario 3. This recreates the disastrous attempt, in A.D. 9, by Publius Quintilius Varus, to suppress a revolt of the German tribes against Roman taxation. Varus' chief mistake was a scornful underestimate of what he was up against. With the 17th, 18th and 19th Legions he was ambushed in the Teutoberger Forest (near present-day Minden) and the entire force wiped out, with its three sacred Eagles becoming the property of the Germans until their recapture 7 years later by the considerably more competent Drusus Germanicus (scenario 4).

In scenario 3 the Roman player is required to enter Germany with five legions and pacify (occupy) a number of villages. This is where it starts getting devilish. There are 20 villages on the board (not counting hex J23 which belongs to the Batavii, who in A.D. 9 were allied to Rome, and stayed neutral). At the start the German draws a numbered chit and consults the Rebellion Climate Table. This gives him anything from one to twelve tribes actually in revolt, and also defines the number of villages that the Roman needs in order to win. Poor old Varus is required to deduce this information as the game proceeds. To make things even worse for him, the German can set up his entire force using ambushes (held off the board until the unwary Varus comes near them) and Concealed Movement counters (CM's). Initially Varus is faced with an inscrutable row of twelve CM's and 20 face-down counters covering the 20 villages. These last are either dummies, or else the chiefs of neutral tribes sitting peacefully in their huts. To find out which you have to enter the village.

A classic punitive expedition against guerrillas, then. The Roman has 15 turns in which to find out just what he's supposed to do, and then do it. The German has the same length of time in which to delay, confuse, and generally paralyse his opponent, notably by infiltrating fast-moving cavalry into his rear areas and recapturing the villages after the legions have passed by.

Tactically, the game features no ZOC, and same-hex combat utilizing the same Tac Card system as 1776. Each player chooses a card (anything from Frontal Assault to Enfilade Right to Withdraw). The two cards chosen combine to give a die roll modifier. Losses are extracted, and either side has the option to enforce another round of combat, which proceeds until either one force is wiped out, or the CRT comes up with 'No Effect', or one guy pulls a 'withdraw' card which his opponent hadn't predicted. Legions in the open have a big advantage (+1 on the die), but this is lost in forests, and forests abound!

Scenario 3 is here played by two prominent British gamers. Keith Poulter is the founder and

secretary of World Wide Wargamers, while Jim Hind has published both games and articles aplenty in the British hobby press.

This is something of a needle match. Six months previously the two had played this scenario for a replay article in the WARGAMER (a quarterly publication of WWW), with Keith as Varus. Everything was going swimmingly until turn 6, when the 14th Legion (eight cohorts, combat strength 45) attacked a large German stack (eight warbands plus chief, total 41) in, would you believe, the Teutoberger Forest. On the Tac cards, Keith chose 'Enfilade Left'; Jim correctly countered this with 'Refuse Right', giving a die roll modification of –3. Predictably, the die roll was a '1', and the 14th ceased to exist. Keith never quite recovered from the shock, and ran out loser, with large numbers of WAR points (the UK equivalent of the AREA rating) changing hands. On this occasion, Jim has been given the Romans to see if he can do any better; Keith impatiently plans revenge.

INITIAL PLANS AND SETUP

ROMAN—Last time, Keith tried advancing on a broad front, pushing my tribesmen before him and creating a pacified area in his rear. In a game with zones of control, this might have worked. As things were, it was too easy for me to infiltrate his line and play havoc in the rear areas with fast-moving units. These kept him chasing around in circles instead of pressing on after the villages. He also lost a great many auxiliaries early on investigating my CM counters to find out what he was up against. Having seen this plan, and what goes wrong with it, I must find another which is, as far as possible, its antithesis. Three legions will drive in a wedge across the North German plain, keeping within supporting distance of each other, with a screen of auxiliaries out front. The other two legions will start in the centre, and then follow as reserve. Sooner or later he will penetrate into my rear, and the reserves can then be used for mopping up. Having cleared the coastal plain (hopefully), I can then turn and drive South. The fleets can take the two villages in the far Northeast, while some cavalry run wild down South, aiming at the Southeast corner. They probably won't get that far, but with any luck they'll tie down large German forces trying to mop them up.

Maintenance of objective plus flexibility . . . the objective is an unknown number of villages; I keep it flexible by not having preconceived ideas about which ones.

An important tactical point is that he moves last. Thus, he can keep an ambush or two secret until turn 15, and then leap out and reclaim just enough to tip the game his way. I shall have to try for as much as possible in order to deny him this ploy; it's probably better to underestimate his strength and play boldly, rather than overestimate and be too cautious and plodding. Some forests, notably the ones centered on L13 (the Teutobergerwald!) and P16, will need to be cleared, since ambushes jumping out from those places above all, could do a

lot of damage late in the game. Otherwise, a compact, powerful force, stacking heavy, which keeps going.

Grand prize: Arminius, leader of the revolt. As soon as his whereabouts are revealed, I jump on him from a great height, causing the revolt to melt away (German Desertion rule).

The obvious risk with this plan is that a large force of hairies might get into my rear, and march round Germany rolling the carpet up again after the legions have gone by. If and when that happens, I'll have to cobble up a solution on the spot.

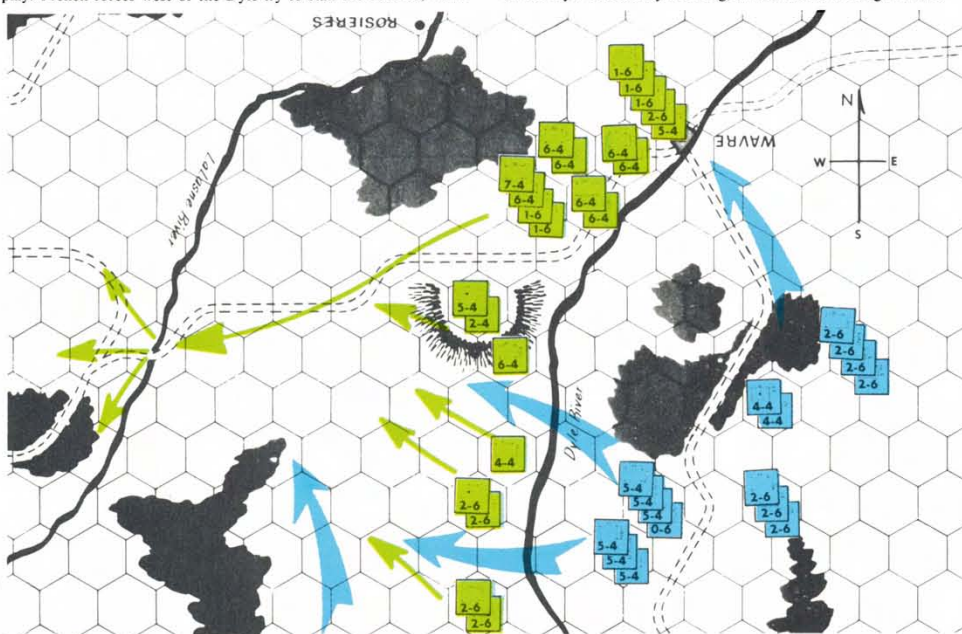There's a lot of psychology in this scenario. If the German gets dominance, he can have his opponent chasing about like a wet hen. This must not be allowed to happen. The mobile cavalry raid down South is one attempt to keep the initiative; I also have a nice ace up my sleeve in the use of the Tac cards. That Tac matrix, and others like it, are studied in a branch of math called the theory of games, which I have studied in the past. The similar, but smaller, Tac matrix in GETTYSBURG 77, is very easy to solve, giving a solution for optimum play. I know this, and he knows I know it.

The Tac matrix in this game is a lot larger (8 by 8), and I don't have the solution to it. In any case, some of the 'no combat' results in the matrix serve to tie the Tac matrix into the tactical picture in the larger game, making the maths somewhat inapplicable. I know this, and he doesn't. Therefore, a little light gamesmanship leading him to believe that I have a tactical master plan. I shall ostentatiously pull a couple of decimal dice from my pocket and make it seem as though I'm using them, plus some abstruse calculations, to choose my Tac card for me. This will be pure bluff, but with any luck it'll prey on his mind.

GERMAN—Last time we met, I attempted to push my five legions forward in a line, moving Eastwards from the Rhine. This involved advancing on a front of about 37 hexes in length, North to South. He was able to push cavalry probes through the gaps between my legions and thus cause delay and confusion as he operated in the rear of my line, retaking villages which had earlier fallen.

He appears to be seeking to avoid this by concentrating his strength—all five legions!—on his Northern (left) flank with a view to swiftly establishing a line East—West around hex-row J, then moving all five legions Southward in a line. He will thus be repeating my attempt to sweep Germania steadily clear of hostile tribesmen, while creating in his rear a pacified area. The difference being that his legions will be advancing on a front of only 21 hexes, instead of my 37. It will take him 5 or 6 turns to establish this line, leaving 9 or 10 in which to sweep South. A possible strategy, but—as ever in this scenario—time will be short for the Roman.

On the Rebellion Climate Table, I've drawn a 4. So seven tribes in revolt, five ambushes, and he needs 14 villages. Oddly, this is a repeat of our last game. It'll make it a fair series if nothing else. Tribes not in revolt are the Frisii, Marsii, Tencterii,

INITIAL DEPLOYMENT: Ambush 1: L18—four 12-3, Lesser Chaucii chief; Ambush 2: 05—four 10-4, Greater Chaucii chief; Ambush 3: 04—three 9-5; Ambush 4: CC14—four 11-3, Chatii chief; Ambush 5: Y11—two 9-5; CM1: two 5-5, two 5-4; CM2: Two 2-9, one 2-5, one 5-5; CM3: four 5-9; CM4: four 10-4; CM5: two 10-4, two 5-4, Usipatii chief; CM6: two 2-9, two 5-5; CM7: one 10-4, two 2-5, one 5-5; CM8: three 5-4, Langobardii chief; CM9: one 2-5, one 5-5, one 5-4; CM10: two 11-3, two 10-4, Hermandurii chief; CM11: one 5-4, one 2-5, two 2-9; CM12 four 11-3, Suebii chief, Arminius.

Sugambrii, and Lugii. He'll find out that the first four are not in revolt pretty quickly, and will deduce that he faces 7 tribes or fewer, and needs 14 villages or more. But it'll be a long time before he finds out any more than that.

How can I combat his cunning plan (if it is his plan)? First, by hitting him from ambushes on 04 and 05 as he goes by, or later. These can also be used to recapture villages on F5, H2, and Q9. Second, infiltrate his rear with cavalry if possible, along the Northern coast and down the East bank of the Rhine. Third, ambush in the center.

In order of priority, I shall attempt to deny him the following villages:—MM2, KK9, DD4, H2, KK20, F5, Z6.

INITIAL COMMENTARY—

The Roman player, at this early point, is beyond reproach. His general plan of attack can only be tested by implementation. The German, on the other hand, has earned a few demerits. The ambush is the strongest weapon in the German arsenal and is the only way the Germans can face a Roman legion with any degree of confidence. The ambush DRM is the equivalent of increasing any German attack/defense by an odds column. Why then, has the German misused this tactic so badly? Two of the five ambushes are undermanned and none contains light

infantry. Why? Certainly adequate forces exist. The German tribal OB and Victory Conditions are the most favorable he could have drawn. All twelve of the CM counters contain full stacks—a weakness in itself. Surely, some of these CM counters could be used as feints—containing a single slow moving cavalry unit so as to enable the ambushes to be brought to full strength. Instead, each CM counter brought to earth by the hounding Romans will yield a monotonous piecemeal assemblage of German forces. The failure to include light infantry with each ambush force is simply unforgivable—the equivalent of an additional odds column has been dismissed in each instance. The lack of a leader with the major force concentrations in ambush #3 and CM4 is almost equally heinous—considering the comparative wastage of the Suebii chief with Arminius in CM12 and the Langobardii with a mere 15 factors in CM8. The German initial disposition is far from optimum.

ROMAN TURN 1

Usual informative German setup, I don't think. All lurking at least one movement point out of reach of any possible reconnaissance probes. I'm pleased to note three CM's in the far South; those cavalry of mine are having precisely the desired effect, forcing him to deploy away from the decisive areas in the

North. And all without moving a single hex! So they can sit where they are for a while until the situation up North clarifies itself. If he gets tempted to pull out either CM1 or CM8, then they can start moving. Apart from that, proceeding as planned, I think.

By the end of my move, I have visited 7 villages, learning that the Tencterii, Marsii, Frisii, and Sugambrii are all peaceful, while the Usipatii are in revolt. These are all small tribes; no news on the heavies yet, apart from the Greater Chaucii. The mechanics of the Rebellion Climate table guarantee that this, the largest of the tribes, will be in revolt every time. So the intelligence problem narrows to 3-7 tribes, 14-18 villages.

GERMAN TURN 1

He hasn't left the castilla on QQ27, he's just going to sit there and tie my forces up. Now: Roman combat factors total some 330-odd, while mine are around 450. So I can well trade a few to blind him by eliminating some of his cavalry.

A 10-4 jumps onto the cavalry at Y17 and attacks at 5-1, and dies!! Blast. He can now reveal either CM4 or CM7. A nasty blow, but c'est la guerre: luck will even out eventually. On J17, a light infantry mob wipes out the cavalry, though no doubt it will get hit next turn. Wonder if he'll trigger
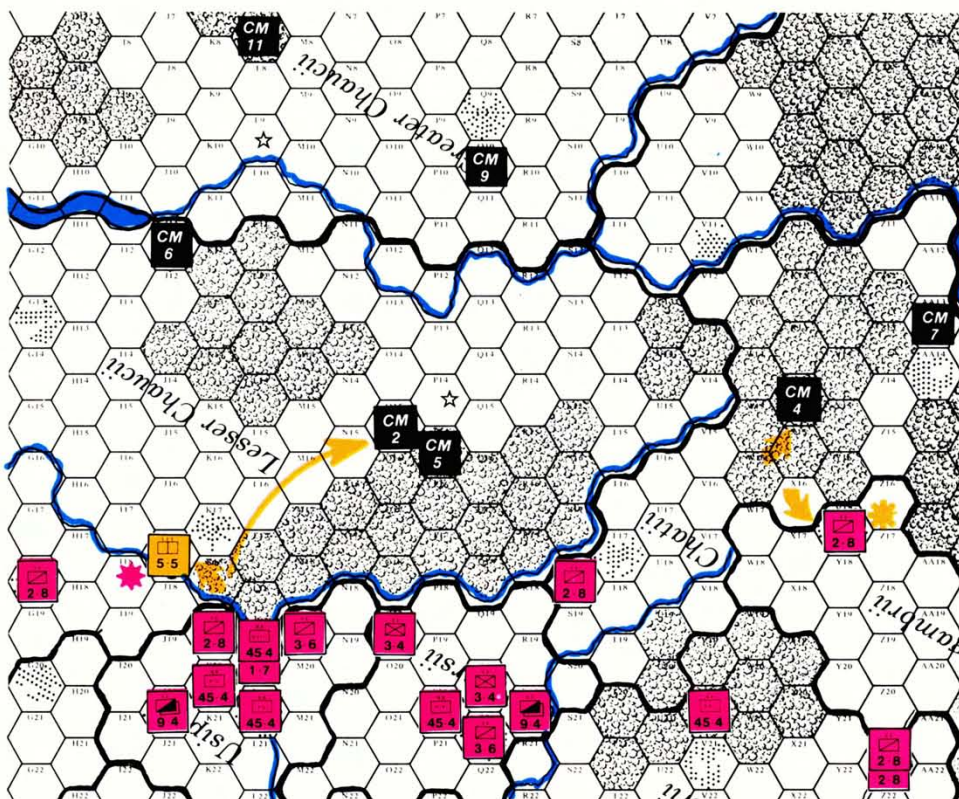
TURN 1: The Roman cavalry in the Sugambrii village miraculously eliminates an attacking 10-4 at 5-1 and holds its ground. The 2-8 on

my ambush on L18? He has plenty of units in the area.

TURN 1 COMMENTARY—

The correct use of the Roman cavalry is indeed recon, but the Roman is overdoing it. The auxiliaries should stay within the protective hex of the legion until their sacrifice can yield vital information—such as the disclosure of an ambush or revealing a CM for what it really is. To leave them in the open where they have no hope of accomplishing either is an open invitation to the German to cut out the eyes of the Legion early at relatively little loss. Surely they shouldn't be left stacked two high (Z21) to double the prize or out of retaliatory range of a legion if they are struck (Y17)! Sending the cavalry so far ahead to the Sugambrii village was a bigger risk than the information gained warranted. The fortuitous result of the attacking German 10-4 being eliminated in a 5-1 assault was far better than the Roman deserved.

The German reaction to the initial Roman incursion is quite correct; withdrawing his CM's out of easy recon range while splitting off small forces to eliminate the exposed cavalry recons.

ROMAN TURN 2

He's looking a trifle green—could the revolt be a small one? Y17 gave a good sendoff to the games theory bluff! 'Ah, you've got a system', he said, then walked straight into a tac matrix element of −3, capping it by throwing a 1. Onward and upward! Now, we want to clear this forest up ahead, so we'll plough through it with the legions. Even if it does step on an ambush, an intact legion is better able to take care of itself than the divided forces which I will no doubt be commanding later on.

(Five seconds later). Just as well I said that: Varus and the 18th immediately step in something nasty on L18! To wit, 48 CF's and the L. Chaucii chief. The game theory bluff continues to work well; knowing his fondness for enfilades and other sneaky

J17 is not so fortunate—being eliminated in a 2-1 by the 5-5 which has split off from CM2. ✷/✸ = German/Roman Combat loss

things, I elect to refuse right, and he walks right into it. Half his tribesmen die, then, unwilling to push my luck further, I break off combat. The remaining 12-3's will die next move no matter where they try to run, and there won't be an ambush die roll modification working against me.

On J17, less good fortune. In mopping up his 5-5 light infantry, I lose 12 CF's. Can't win 'em all.

GERMAN TURN 2

Is he *always* going to use those dice to determine his tac choice? The bluffing devil! I think he should have pressed on with combat against the ambush and finished it off, but perhaps he reckons he can get better odds next turn. The 5-5 of mine managed to
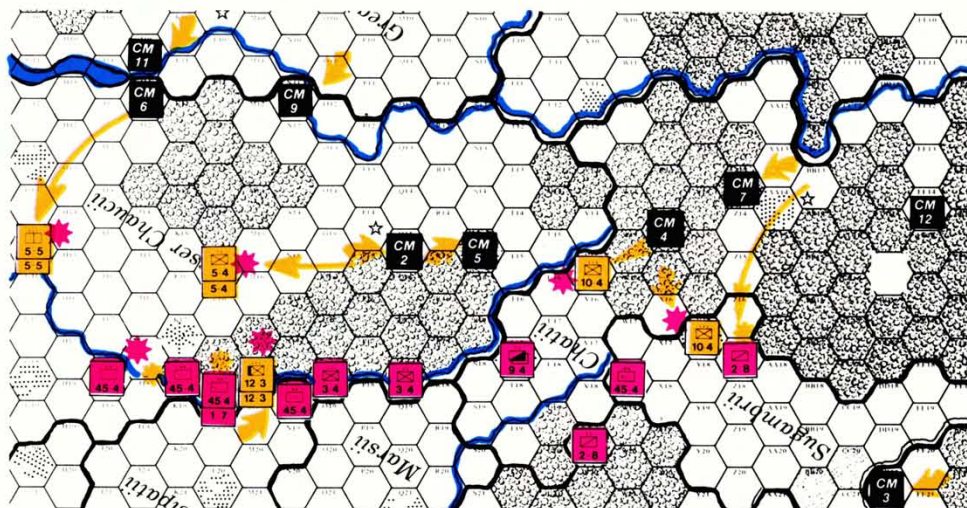
TURN 2: The Romans trigger the first ambush at L18 with Varus and the XVIII Legion. Varus nullifies the ambush DRM and bests the German with the tactical matrix resulting in a very favorable ½ DE in the opening round of combat at 1-1, costing the German two 12-3's and the Lesser Chaucii chief. On J17, the Roman auxiliaries don't fare

as well and after several rounds of combat, all participants are eliminated (a Roman 9-4 & 3-6; German 5-5). The German, in turn, eliminates four auxiliary units by dispatching forces from nearby CMs.

take 14 CF's with it, all told. This may make him even more cautious. At this point he has 9 villages—the easy ones!

I would like to take on the 17th legion while it's a long way from its fellows, but I must wait until it subdivides. It will only do this if I knock out his auxiliaries in the area. I'll try to do this, and then move forward CM12: 45 CF's plus Arminius.

By the end of my turn, half his auxiliaries are eliminated; 25 Roman CF's down for the loss of 44 German, over half of those in an ambush which didn't work. I must next knock out the remaining 2-8's in play (not counting the three still at QQ27); this will inhibit his reconnaissance, and hopefully his whole strategy.

I've moved several CM's forward in an ominous manner in order to reinforce his present caution; but 64 factors of mine are ripe for slaughter. He has 7 villages.

TURN 2 COMMENTARY—

Flushing the Lesser Chaucii woods is indeed a must, but the Roman is going about it all wrong. His power is concentrated too far north. Should the 3-4 in 018 run into an ambush, no legion is close enough to punish the revealed Germans. All four legions should be beating the bush with auxiliaries between them to completely seal the holes. The waste of 12 auxiliary factors at J17 in a 2-1 against the exposed 5-5 is inexcusable. At the very least, two cohorts from the XVI should have joined in the battle to make it a 4-1. "Can't win 'em all", indeed! With this kind of play you won't win any. The Roman cannot afford to lose his auxiliaries this early or this cheaply. The Roman does get a tremendous break in uncovering the German's strongest ambush with Varus present to negate the ambush DRM. Thanks to the absence of light infantry among the ambushers, the Romans enjoy a 56-49 advantage in a straight 1-1, allowing them to play fast and loose in at least the initial round of combat without much fear of a major defeat. Again, the Romans outwit their adversary on the Tactical cards, gain a +3 DRM and eliminate half the German force! Now the Roman can really smile! He has a 56-24 advantage and the German, having lost his chief, can no longer break down his mobs to accommodate partial losses. And these are the cream of the German forces about to be eliminated, perhaps without loss—on turn 2! Inexplicably, the Roman ends the battle. Now is not the time to fear the ambush DRM! Time is of the essence . . . at the very
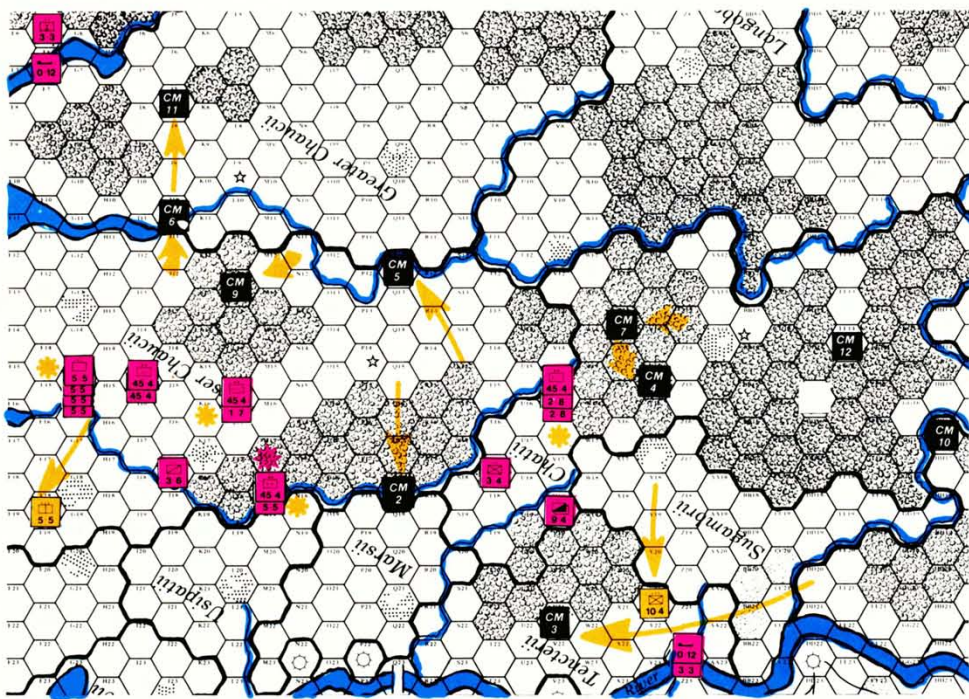
TURN 3: The Romans can eliminate only one 5-5 at 2-1 in G15 before the other manages to withdraw. 5-1's in L15 and V15 each eliminate 10 German factors, while the XIX Legion loses a cohort and a 3-4 before destroying the 24 German factors in M18. The German disdains further combat, choosing to taunt the Roman from just outside the perimeter of his reach. CM11 transfers two 2-9's to CM6.

least the German remnants will be able to flee westward across the river, costing a legion two turns to eliminate them and return to its present position. Elimination of the Roman auxiliary in M18 is likewise a nasty consequence. The Roman just received a tremendous break and failed to maximize it. Against this tribal OB, the Romans cannot win with that kind of play.

The Germans, for their part, wisely take advantage of the widely spread Roman cavalry—splitting off forces from CM4, CM5, & CM6 to massacre the Roman cavalry at 4-1 or better in G15, M18, L15, and V15. Only the 2-8 in Z17 successfully defends itself by eliminating an attacking 5-5 from CM7 at 2-1. This carnage was totally unnecessary—the Roman auxiliaries are disappearing for very little return. If the Roman insists on exposing single units in the open, he should at least use cohorts which have a +1 DRM and can sell themselves more dearly.

ROMAN TURN 3

His CM's seem to be moving forward for a decisive series of battles; have I succeeded in making him come to me? He's certainly abandoned the NE corner, and my fleet can move in. Intelligence wise, not much news, but a possible deduction. The Chatii in the centre have three villages; I've looked into two, and not found anything. Now he moves CM12 onto the remaining village; clearly he's hiding something. In all probability the Chatii are in revolt, then. Unless he's covering up for weakness!

Intelligence gathering is about on schedule, though, without pondering paradoxes of my own invention. Now I can get my revenge for those auxiliaries; my four legions up North will split up to devour the tasty morsels spread before them. With luck he'll then come at me next turn. Dilly, dilly, come and be killed . . .

Some satisfactory German blood flows during the combat; though one 5-5 light infantry escapes the vengeance of Rome in the far North, and one cohort of XIX is destroyed mopping up the last of his ambush. First Roman blood proper (don't suppose it'll be the last!).

About time those cavalry down South started annoying him a bit. If they move round to row II, the fleet can ferry them over the Rhine, and they can try infiltrating Germania that way. The other two remaining 2-8's have joined the 17th legion, which will escort them through that line of Germans, and then despatch them on a Southward sweep through the Langobardii, Suebi, and all points South—that'll make him run about a bit!

GERMAN TURN 3

So, the 17th refuses to split up, and the cavalry have joined it for protection—caution!!

A nice gap has opened on his right flank, with my strong cavalry force (CM3) excellently poised to exploit it. But I really need a chief with them, to enable them to absorb combat losses better. The Langobardii chief at present with CM8 comes to mind, but he's a long way off.

TURN 3 COMMENTARY—

At last the Roman makes an attempt to protect the remnants of his cavalry! It may already be too late. I wonder if the reprisals against the Germans who dispatched his cavalry have distracted the Roman from the fact that he still hasn't cleared the lesser Chaucii woods?

The German wisely stays out of harm's way for the most part, sucking the Legions further apart. The rapid movement of CM3 gives it away and is totally unnecessary. There is no need to retake villages at this early juncture.

ROMAN TURN 4

Very impressive, the sight of CM3 whizzing up the autobahn to V21. Being cavalry, it contains at most 20 combat factors, albeit highly mobile ones. I must now make a critical decision; how many of my units constitute a sufficient force to deal with this incursion, without fatally weakening the main thrust? I must not start dithering, but decide on something and stick to it. Let it be the 19th legion plus the auxiliary forces already in the area, and hope that will suffice. The four cohorts mopping up in the far North will also stay in reserve, while

everyone else presses on looking for the decisive battle. That way, I keep forcing him to come to me (I tell myself).

In the Northern plain, Varus and the 18th have just reached the Teutoberger Forest, no less. Some strange unaccountable instinct warns me to beware of the place. Probably *Hind*sight.

GERMAN TURN 4

Yes, the 19th have fallen back to deal with CM3 and friends, while his cavalry have come up North and are about to cross the Rhine for the same purpose. We can hit those cavalry who have just entered Langobardii country, and give him a few other things to think about as well. Why on earth have the 17th Legion marched off up North, away from the decisive scenes in the center?

'Ah', he said as I revealed the ambush, 'Langobardii in revolt'. This because ambushes cannot set up in the territory of peaceful tribes. I've given him a valuable piece of intelligence; damn. And then one of the stupid units goes and gets itself killed, leaving a highly mobile auxiliary unit loose! A second not-very-successful ambush!

Apart from that, it's looking very good in the center now; quite a few mobile units have penetrated his position. On the debit side, my losses so far are past the hundred mark, with more to come next time, while his are only 44. He has five auxiliaries left, and holds 7 villages—but he's soon gonna lose some!

TURN 4 COMMENTARY—

Why has the XVII Legion marched off and left his 9-4 auxiliary to its fate between CM3 and 4? It will never get a chance to fortify if the German is smart. Worse yet, what he hopes to gain by sending his remaining cavalry to the north by itself is completely beyond me. Furthermore, the preoccupation with forces to his rear is unwise. The Roman will have to turn back to fortify villages in the end game anyway. His goal now should be to flush the woods for ambushes and eliminate as many CM's in his forefront as he can.

The German move is quite proper—withdrawing CM's out of harm's way while taking all the freebies the Roman offers. The only possible criticism might be the seeming preoccupation with infiltration and retaking of villages. There will be plenty of time for that later & meantime he is revealing which CMs are not to be feared.

ROMAN TURN 5

My rear has been penetrated, as the actress said to the bishop. Four CM's and a 2-9 cavalry warband. Clearly I must pull some forces back; with any luck I might cordon the whole lot off and have a bloodbath. Meanwhile at least one of my cavalry will be able to give him some running about to do—we'll see how *he* likes it!

He's using his CM's very effectively. In the matter of intelligence, I now know as much as he did after only two turns of the last game.

GERMAN TURN 5

"Defending the village", he remarked as the 17th legion fell back. Can he really be in that cautious a frame of mind? I must remember, the Roman player is scared of every woods hex as a potential source of ambush.

He's also putting cohorts into villages in order, I presume, to fortify them. Ha! He's terrified of his own shadow!

The 2-8 at Y6 is a nuisance. I'll have to send something after it, or it'll pick up several villages for nothing.

By the end of this turn, he holds six villages, and has only three auxiliaries left: There's a half-legion
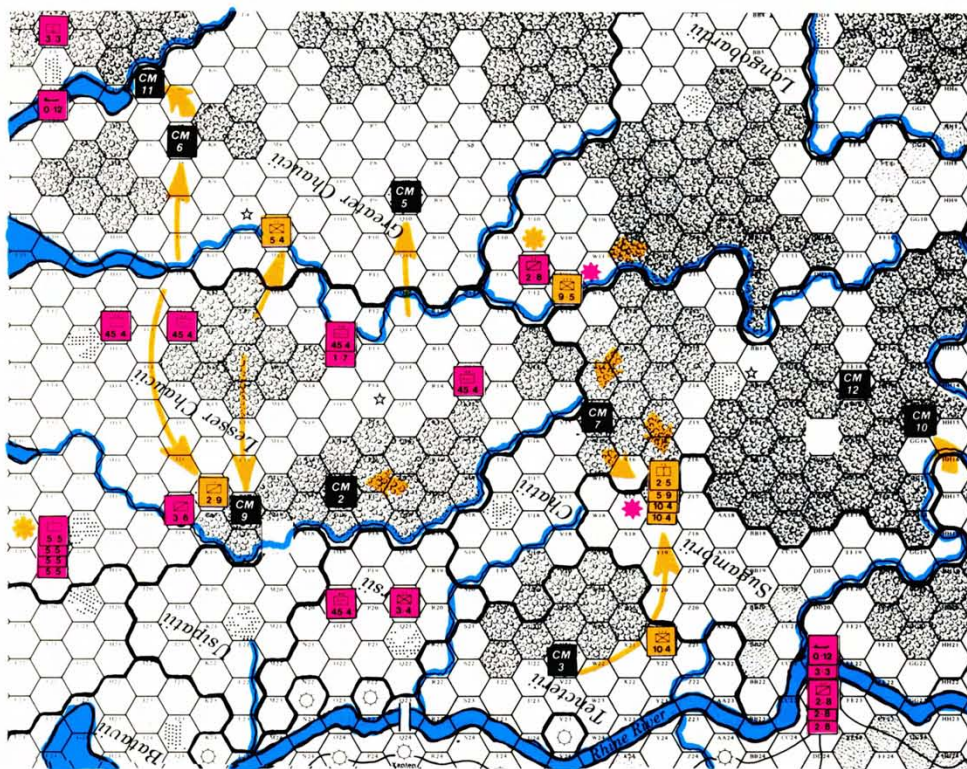
TURN 4: The elusive 5-5 at F18 is eliminated by four cohorts at 4-1, but Roman auxiliaries once again prove to be easy targets for the German. CM4 is revealed at Y17 and aided by additional forces from CM3 & CM7 in gaining a 3-1 which eliminates the last Roman 9-4. The 5th ambush is revealed so that the two 9-5's may pounce on the cavalry at U11 and V11 at 4-1. The latter is eliminated, but the former proves to be made of sterner stuff and turns the tables on its 9-5 attacker. Elsewhere a 2-9 parts company with CM6 to reoccupy the village at K17 while a 5-4 splits from CM9 to allow the latter to make good its western infiltration behind the advancing legions.

up North that I'll jump if I get half a chance. And I need to make a powerful demonstration in the center to keep up the psychological pressure. CM's 7, 10, 12 to advance?

TURN 5 COMMENTARY—

Aside from the breakdown of the XVI Legion for faster cohorts to eliminate the 5-4 at M10, the Roman move is hardly inspired. The cavalry ferry operation at DD21 literally throws pieces away. The landing is in obvious range of the already revealed cavalry in CM3 and the Sugambrii village. Two 2-8's are consequently lost in 5-1's. Worse still is the fact that their demise served no purpose—taking place as it does a full three turn's march from the nearest Legion.

The German move is quite capable, taking care to stay out of harm's way. My only criticism lies in the German's splitting of CM10—presumably to

TURN 5: The German 5-4 at M10 is overrun by 6 cohorts, but the German reveals CM3 and eliminates two Roman 2-8 cavalry units crossing the Rhine at DD21.

---

hunt down the eastern foraging Roman cavalry. This is quite unnecessary as the 9-5 already in hot pursuit of that unit can easily re-render any village visited by the Roman friendly again to the German cause. The two 10-4's revealed would have been much more useful as part of a still unrevealed "kill" stack in CM10.

ROMAN TURN 6

Rumors that Arminius has been sighted somewhere down South. If they're correct, I'm not likely to get the chance to kill him.

Satisfactory to see lots of Germans pulling back after that solitary 2-8 of mine. Obviously means he hasn't got much else in these parts in the way of ambushes. The other 2-8 on EE21 is going to get his next turn no matter what it does, so I might as well use it to recce (and remove from the game) one of his maddeningly inscrutable CM counters. Meanwhile, in the North, a widely spread cordon of cohorts engaged in mopping up those cavalry—plus, no doubt, other infiltrating units yet to come.

By the end of this turn I have conclusive proof that the Suebii and Greater Chaucii are in revolt. Thus, my objectives narrow down to either 14 or 16 villages, with either 5 or 7 tribes in revolt. At the precise moment, I have ten villages, which doesn't mean quite as much as you might think. For a start, he can move into several of them at once. Secondly, my strategy is not one of systematic linear advance à la RUSSIAN CAMPAIGN, since the game system does not permit it; instead, I have been assessing the size of the problem. Second phase is to persuade him to come to me (since he does think in terms of systematic clearances) and shatter his forces. The actual permanent occupation can come last.

From stray remarks by Keith, I am inclined to deduce that I face 7 tribes; at any rate, the revolt is *not* a small one. If I'm right, then there are still three ambushes lurking somewhere. In the center around the villages of the Chatii, I expect. It would serve him right if I never went near the place.

GERMAN TURN 6

I've got to inflict some major losses on him soon. Two of his legions are tied up dealing with my marauding cavalry, but will be able to turn South quite soon. He will be able in, say, two turns time to begin the Southern march I anticipated at the start; which would still give him time. I must do something to slow him down . . .

TURN 6 COMMENTARY—

Stranger and stranger . . . . the Roman moves seem to lack any sense of cohesion—the efforts made to trap a single 2-9 cavalry bordering on the ridiculous. The lone Roman cavalry survivor ferried across the Rhine last turn makes the best of an impossible situation by attacking CM1 and revealing that stack as its sole contribution to the Roman cause. Too bad his fellow auxiliaries did not have a similarly useful end.

ROMAN TURN 7

Having mopped up his cavalry, the Northwest corner will be fairly secure and without further surprises (I hope). The individual cohorts can march South, following the original intention to clear the forests in these parts hex by hex, checking them for ambushes. The 16th is obviously going to have to go and help the marines out in the NE corner; should be fairly straightforward to dispose of CM11 over the next few turns and secure this sector. As for that forest in front of Varus and the 18th, he could march round there for the rest of the game chasing shadows. Therefore he won't: he'll press on into the
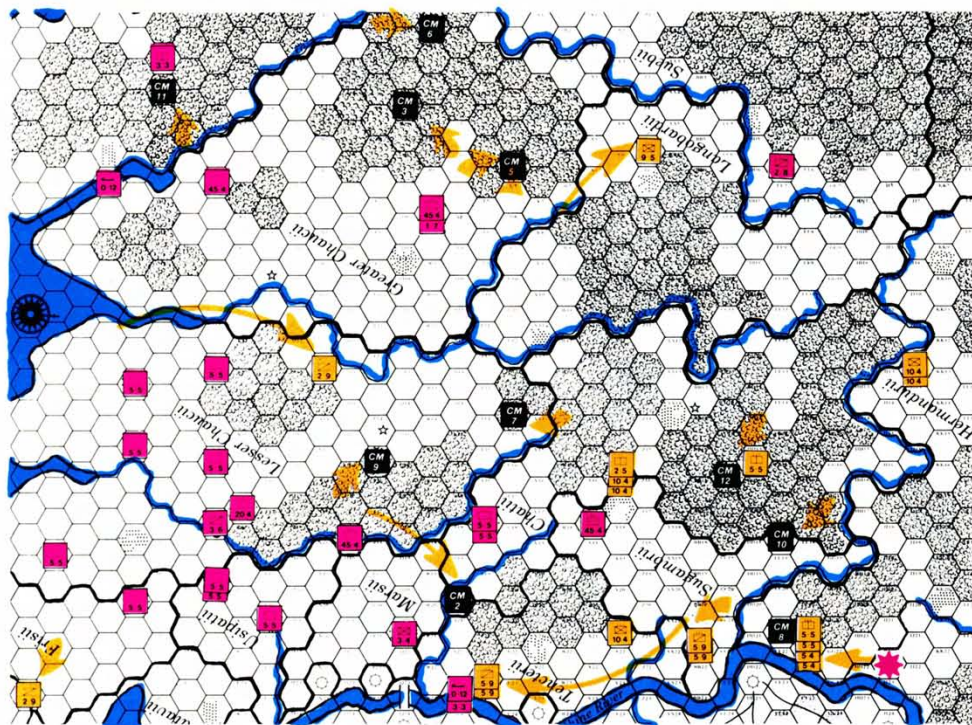
TURN 6: The Roman 2-8 at EE21 moves to II22 where it is destroyed in revealing CM1. The German splits the Usipatii chief from CM5 and uses the newly formed CM3 to hide its identity. CM9 and CM2 trade a light infantry for a cavalry while they occupy the same hex in mid-move.

country of the Langobardii and Suebii. If the CM's reclaim the Greater Chaucii village on Q9, so what?

The decisive confrontation is shaping up on the middle Rhine, where the 17th and 19th legions are heading for a big scrap with large forces of Germans all heading North. May the Gods protect them!

GERMAN TURN 7

He holds 13 villages, and it's not quite halfway through the game. He has only two auxiliaries left, but has as yet lost only one Roman cohort proper. I still have quite a lot of strength concealed, but I have yet to strike a real blow. His 18th under Varus is a real threat, as I have nothing to stop it. Sooner or later I must attack him. If I can't get round behind him again, I've got real trouble.
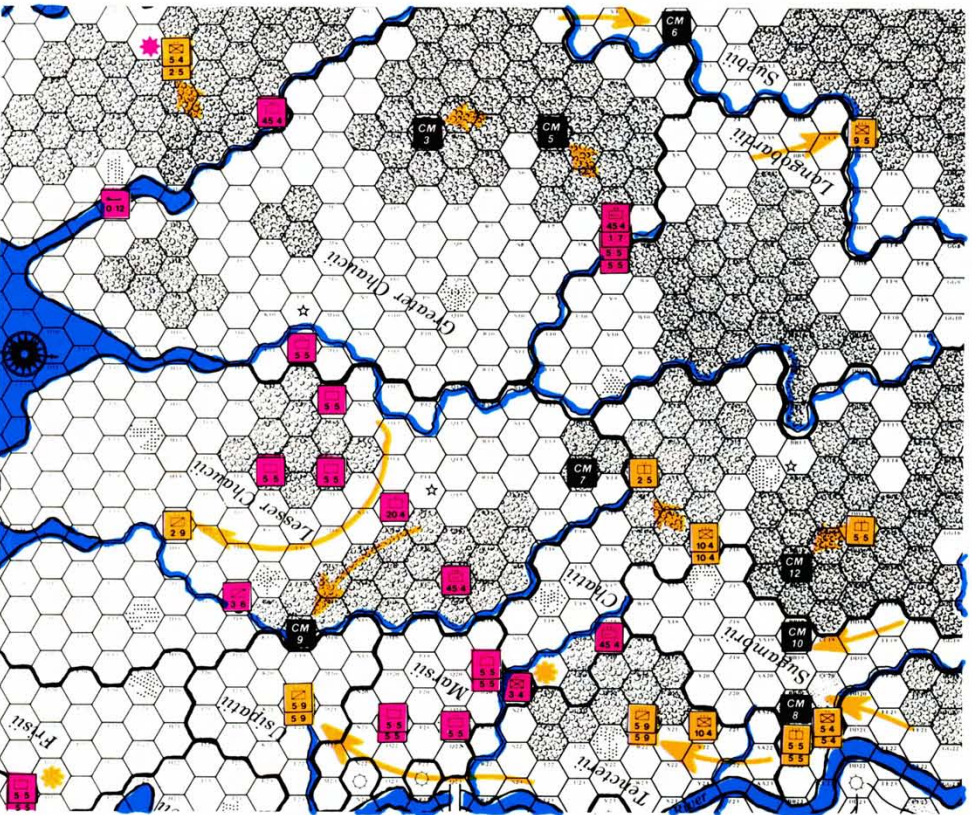
TURN 7: The Romans eliminate the 2-9 at C23 and CM2 (four factors) at S20 in 5-1 and 2-1 attacks. The German, in his riposte, eliminates the Marines holding the village at H2 by shedding CM11 and attacking at 2-1.

Why didn't the Marines fortify the H2 village? The German is much too pessimistic. The burden of attack belongs to the Roman—not him! But now it is he who is committing forces piecemeal within range of Roman strength. The heavy cavalry in the Usipatii & Tencterii villages can both be attacked at 3-2 or better without fear of reprisal. The 5-9's are too valuable in the end game to be frittered away like this—occupation of the villages means nothing at this point.

ROMAN TURN 8

Blast! Still more infiltrating cavalry up North, just when the cohorts were ready to march off to the aid of the 17th Legion. And CM9—obviously light infantry—dashing about at high speed through the woods making a nuisance of itself. I taught him that one last game—he's an apt pupil!

I must jump on all of these, and the units in the far Northeast, this turn. This means accepting rather lower odds than I would like, with the consequent risks, but otherwise the delays just go on piling up. My losses so far have been acceptably light, so I can afford a few casualties in order to keep up with the clock.

Hopefully, the combat on H2 has now secured the Northeast corner. CM's 3 and 5 may well rampage in the territory of the Chaucii, and will need to be dealt with if they do. The 16th should be able to do this. My cavalry is doing a JEB Stuart, and has just established that the Lugii are peaceful. And the Northwest has been cleared yet again, apart from that wretched cavalry unit on H15.

GERMAN TURN 8

His language when the 2-9 survived behind his lines was definitely not Latin! At the exact halfway point in the game, he holds his 14 villages. What can I do about it?

Well, I still hope to knock the 16th about a bit. I must also shift some forces to counter Varus and the 18th. The 17th won't split up, and I can't find a way to make it do so. The other two legions are still hung up in his rear areas. If I can keep them there for another three turns, they will be too late to reach the crucial center around villages AA14 and DD15.

TURN 8 COMMENTARY—

The Roman has passed up a marvelous opportunity to end the German cavalry threat. By sending four cohorts of the XVII Legion on ahead to V21 he could have massed a 3-1, instead of the ineffective 1-1 he actually used. The only possible explanation for this failure is that he may fear an ambush is close enough to reveal itself and jump on the half legion in the German turn—a consequence of not having completely screened the woods earlier. The Roman is being cautious in all the wrong places.

ROMAN TURN 9

A large mob of Germans is closing in on my 2-8 in the Lugii village, but my cavalry can run past them and keep going for a long time yet. We'll see how he likes it. In the centre I have a chance for a minor counterattack before his forces get too well organized. One of the 5-5's can jump on CM10 and find out what it contains; then, if it's reasonably weak, further reinforcements can be sent from the 17th on V20. The solitary 3-4 auxiliary on T17 has problems, with lots of hairies lurking in the woods on W15. I may as well use that auxiliary to jump on CM7: the removal of that CM from the game will begin to clarify just what I'm up against in the final run-in, and will compensate for the loss of my unit, particularly as it's on its way out anyway!
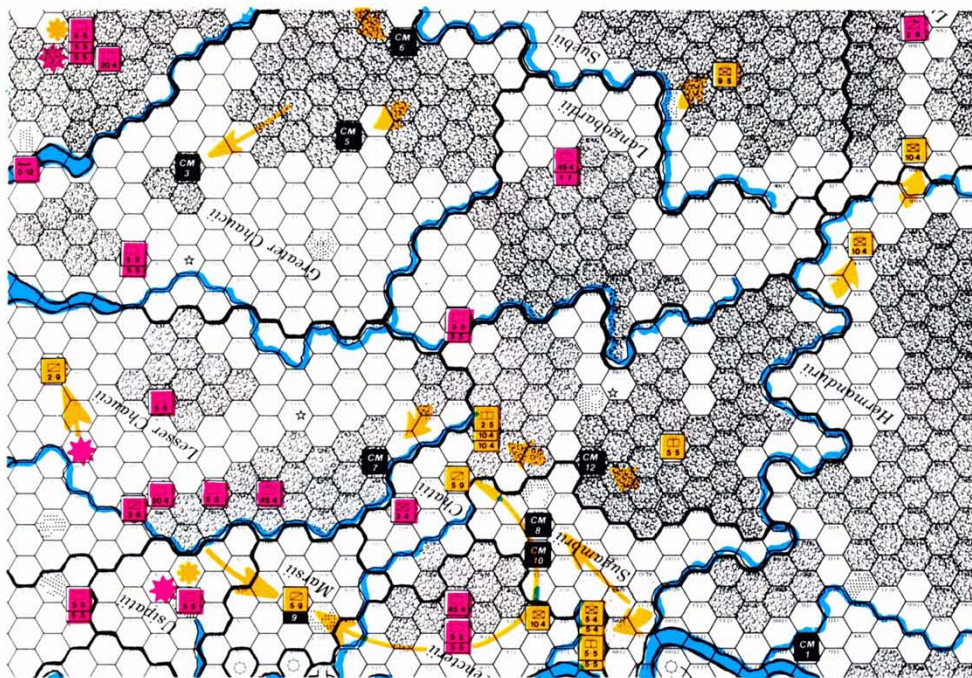
TURN 8: Four cohorts of the XVI Legion take back H2 but lose one of their number in eliminating the 7 German factors. Similarly, another cohort is lost at L20 in wiping out two 5-9's at 3-2, and yet another is lost in an unsuccessful attack on the 2-9 at H15. A 1-1 vs. the cavalry on V21 yields no effect. Two 5-4's are transferred from CM8 to CM10.

We still have three ambushes to find. With the revealing of the Hermandurii chief under CM10, I now have conclusive proof that I face 7 tribes. Therefore the Chatii are also in revolt, and my guess is that the remaining ambushes are to be found near the two Chatii villages on AA14 and DD15. I can outflank him, perhaps, by not attempting to go near the place, but claiming my 14 villages elsewhere. If the Northeast is now secure, the 16th legion can hold the territory of the Greater Chaucii and Langobardii, leaving Varus and the 18th to press on to the villages of the Suebii, Lugii and Hermandurii. It would help a lot, and give me a few options, if I could push him back from the Sugambrii village at Y17. Certainly I need to hold no further back than my present line.

GERMAN TURN 9

I should have swapped the Hermandurii chief for the Langobardii; as it is, he now knows his objectives. About time he started fortifying!

I am attempting a number of things. If I can get the 16th to split, then I can jump it and make the Northeast mine. The danger from Varus and the

18th can be reduced by mopping up villages after his forces have passed on. I shall try to retake the village on V11, and tempt the 17th into battle with CM12, commanded by Arminius himself. And I must keep two of his legions running around in the Northwest. He has six turns left to get these across to the center—where I have a powerful ambush waiting.

TURN 9 COMMENTARY—

The Roman is quite correct in starting to fortify, but had he not lost his auxiliaries earlier for so little gain, the villages could be held much better with an auxiliary on hand to trade for a lost step. There is entirely too much strength in the Northwest as the lone cohort at V21 will soon attest. Varus can accomplish little of lasting significance in the Northeast. He should fortify the Suebii and Langobardii villages and return to a full legion for the crucial battles in the center.

The German is losing patience and thirsting for a Roman Eagle. Using CM3 as a diversion to split the XVI is not likely to work due to the presence of CM5 which will make the half Legion too wary to wander off in range of the ambush at O5. A chief is too valuable a piece to give up in this regard anyway. The move against the XVII Legion is much more likely to bear fruit, but the trap has not been well laid. The real killing force, CM12 with Arminious and 48 factors should remain out of range in the woods at AA17. The Hermandurii chief with 28 factors should act as the bait in the Sugambrii village where the legions +1 DRM is not effective. Then, if the XVII jumps on the 3-2 opportunity, and the Hermandurii can sell his force dearly—to the tune of at least two cohorts, Arminius in his turn can jump on the bloodied XVII with at least a 3-2 advantage and a +1 DRM. Legions have met their demise at the hands of far lesser attacks.

With the game now 60% completed, neither side has a lock on victory. Due to the burden of the victory conditions being placed on the Roman, and his failure to lay any decisive groundwork thus far, the advantage lies with the German—but both sides need to win a major battle if they are to become a clear cut leader.

ROMAN TURN 10

Predictably, his 5-9 cavalry has gone to earth among the Batavii. And all the heavies are moving North against the 17th and 19th. He's coming to me at last; the question is whether I like it or not.

For CM3 to attempt to dispute the Northeast corner is an outrageous piece of cheek; we can soon settle his hash and still leave plenty of time for the 16th to claim and hold the Chaucii village on Q9. The 18th will hold the lands of the Langobardii and Suebii. But all will be decided along the Rhine.

Where is Arminius? To kill him at this point would be very useful. Mark my words, he's with a vast mob under CM12, which he has left temptingly within reach of the 17th Legion. On the other hand, his losses have been fairly high; not *all* these CM's and lurking ambushes can possibly be strong, that CM could be a bluff/sacrifice to protect the Hermandurii.

No: CM12 is Arminius with a prime band of the best warriors in all Germany . . . I'm not tempted . . . Much . . . What the hell, we'll do it anyway.

Ah, well, yes. I knew I shouldn't have done that. When Keith lost a legion that way, he had nine moves in which to recover; I have only five. I hold thirteen villages, with the 19th alone holding the gap through which Arminius will now pour!

GERMAN TURN 10

Revenge! On to Rome! The Roman octopus has sung its swan song, the worm has turned and has its boot on the other foot. RevENNNNGE!!!!!!
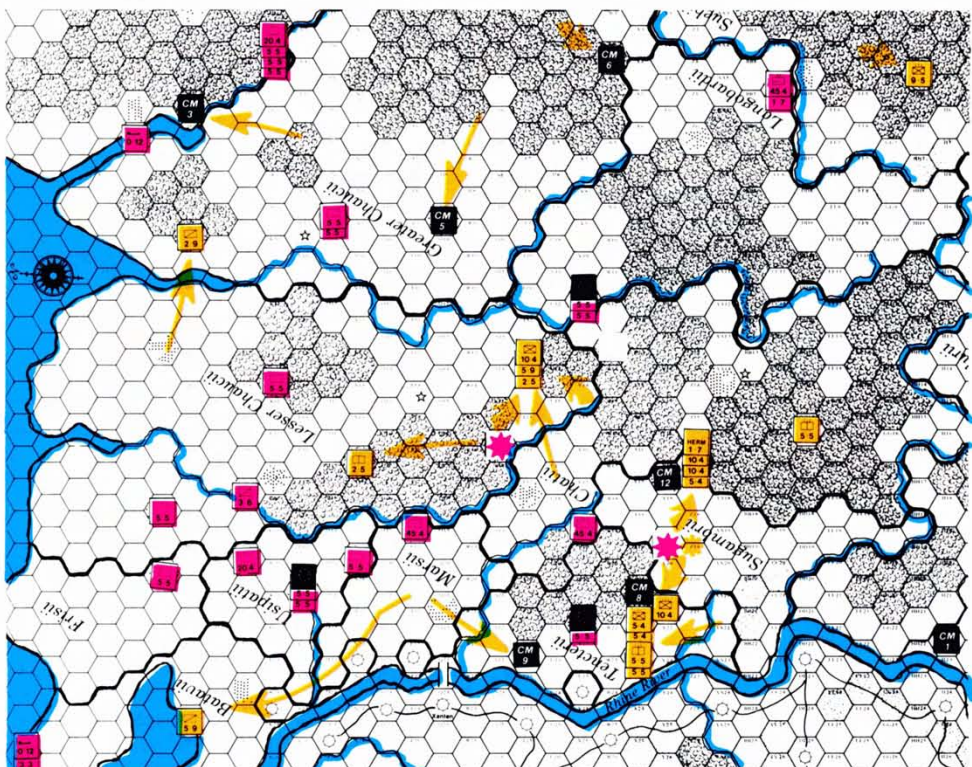
TURN 9: The mounting Roman frustration in dealing with a hidden enemy gives way to two recon attacks vs. CM7 and 10, with a 3-4 and 5-5 respectively. The latter actually manages to destroy a 5-4 before being overwhelmed at 5-1 in the German counterattack in the second round. The Roman fortifies villages V21, L20, and V11.
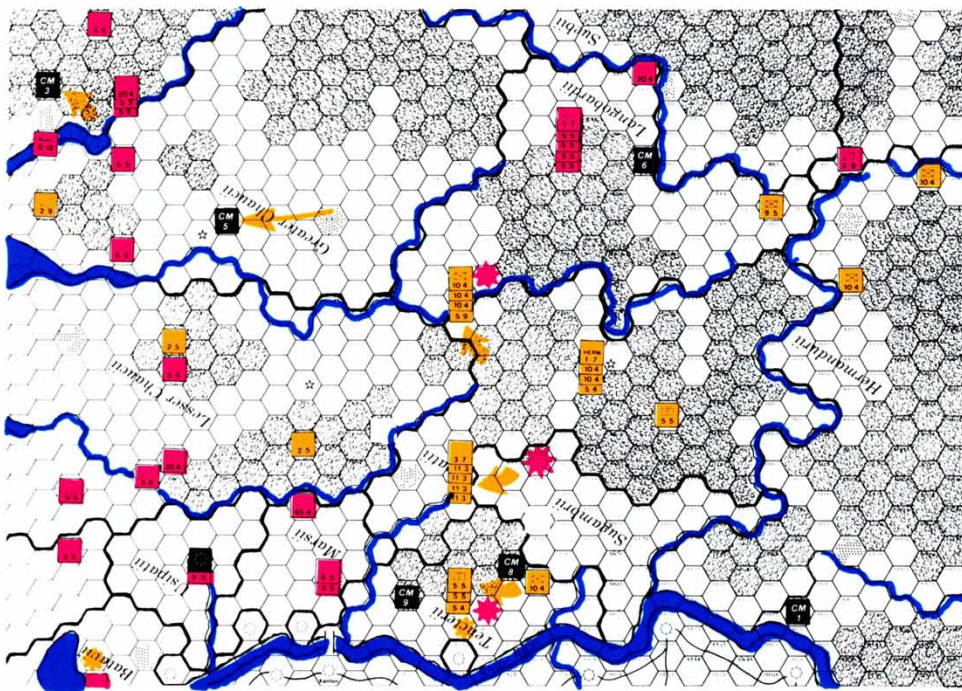
TURN 10: The last 5-9 Germanic cavalry is eliminated at 1-1 on H24, but disaster strikes when the XVII Legion is eliminated in a single stroke 1-2 vs. Arminius in the Sugambrii village when a -2 DRM for Stand & Defend—Enfilade Left when added to the Arminius -1

DRM and a die roll of 2 resulted in AE. The Germans celebrate their victory by advancing fearlessly in the open towards the XIX legion and reducing the fortifications on V11 and V21 in single round combats at 3-2 and 2-1 respectively—losing only a 5-4 in the process.

Ahem. More rationally, his loss of an entire legion has thrown the whole game open. Arminius and his forces can now afford openly to challenge the 19th legion to battle, while the Hermandurii chief and his stack can be spared to go and deal with the threat posed by Varus and the 18th in the Southeast. I have two attacks pending against his fortified villages, with every chance of success. If these attacks go well, it will be really looking good.

TURN 10 COMMENTARY—

Having walked into the den of the lion, the Roman should not be surprised at the outcome. Acceptance of a 1-2 attack with a -1 DRM was sheer folly. Barring a favorable outcome of at least +2 on the Tactical matrix, the Roman had to roll a 6 to keep from worsening his position. Even with a 6 die roll and a +1 outcome on the Tactical Matrix, the best the Roman could do in one round is elimination of the extra Suebii chief, which would not change the odds a bit. The Roman would have to repeat this initial success just to get a 1-1 in the third round— still with a -1 DRM disadvantage. In short, by not awaiting the arrival of the XIX legion, the Roman has all but forfeited the game. The trap was clumsily set, but the prey was too foolish for it to matter.

AFTERMATH—

Shocked by the loss of the XVII Legion, the Roman player goes over to the defensive and fortifies what he already has. The German is smart enough to avoid even or disadvantageous battles and consequently little action of importance takes place over the next few turns. The Roman has been unable to disband the large Germanic warbands and now faced with the need to fortify villages, finds himself with too little force to hold adequatley what he already had—let alone take the remaining villages he needs for victory. The Roman's only hope is to lure Arminius into a near even battle and win a major victory. The German wisely refuses battle except on his terms, however, and the game draws to its inevitable end. Incredibly, the Roman does gain control of 15 villages midway through

turn 15, but the German has no trouble retaking 5 of them with his last movement advantage.

The Roman loss can be neatly attributed to a combination of factors: 1. incorrect use of auxiliaries; 2. Failure to come to grips with the main German warbands under favorable conditions; 3. an extremely strong German OoB and accompanying victory conditions. The relatively inefficient use of the German resources was more than offset by the inexperience of the Roman player with this particular game system.

(A)(H)

A.H. Philosophy . . . *Continued from Pg. 2, Col. 3*

possesses the potential to unravel the enemy naval code and thus become forewarned of the objectives the enemy is preparing to attack. Obviously, it is impossible to explain these concepts in this column, but I felt mentioning some of the tough problems we've had to resolve would help explain why *THE RISING SUN* is taking such a long time to develop. Basically, it comes down to the fact that we're working as hard as possible to ensure ourselves that *THE RISING SUN* will be the most accurate, most playable, and the most enjoyable game available on the Pacific War. Of course, it's hard to say exactly when it will become available but hopefully, if I manage to resist my suicidal impulse, you'll see it on the shelves sometime this summer.

. . . Frank Davis

BATTLE OF THE BULGE

In the last five years, rather than dropping many of the old classics from its first string, Avalon Hill has instituted a policy of rehabilitation, returning them to the gridiron ready to tackle the wargaming world anew. One of the best repair jobs to date is about to carve a new reputation for itself. *BULGE* has been revamped, reconstituted, rejuvenated and returned to the team. You recognize it as the same game that set the wargaming league on its ears thirteen years before, but it is now ready to create a new legend for itself.

The combat and movement system is relatively unchanged. The major innovations deal with the mapboard and the order of battle. The mapboard has been revamped to accurately reflect the terrain and road net of the Ardennes. It has been slightly expanded to include the primary German objective of Liege. The real improvement has occurred in the order of battle. It is without doubt the most accurate ever researched and varies considerably from that of all existing games on the subject. It is a product of four years of access to privileged records and will end once and for all the controversy over which units participated in the Battle of the Bulge. New rules incorporated include Allied corps artillery, fortified towns, Operation Stoesser, Operation Greif, the Fifteenth Army Offensive, ground conditions, tactical air power, Allied strategic bombing of German rear areas, Allied fuel dumps, bridge demolition and construction, Liege, and German nebelwerfers.

BATTLE OF THE BULGE '79 should be ready by next Origins.

DUNE

Probably the most pleasant experiences I've had while working for Avalon Hill have occurred on those rare occasions when I've tested an outside game submission and been unexpectedly rewarded with an exhilarating afternoon of gaming. Prototypes which are both innovative and interesting, *and* relatively free of problems are an exceedingly rare treat. *DUNE* is just such a game.

On the surface it appears to be a simple and colorful sci-fi battle for control of the planet, Dune, but just underneath there runs a great variety of subtle strategies and interplays that permit intricate and adroit maneuvers and battles. It is the same quality that makes chess such a popular game. *DUNE* can be played by two to six players with each player assuming one of the six warring factions. Attached to each faction is a power peculiar only to it. Each player must be able to use his faction's power to best effect while neutralizing the powers of his opponents in order to gain control of at least three of the five strongholds on the planet. Players must beware of being overly aggressive as natural disasters such as wind storms or sand worms can destroy exposed forces with little or no advanced warning.

All in all, *DUNE* has a balanced interplay at all levels of strategies from quick raids to great battles. The player who can best coordinate his forces and his power on all levels will be the one who consistently wins. *DUNE* in many ways is an improvement over the very popular *COSMIC ENCOUNTER* which made its debut last year. That's probably because it was designed by the same folks. We hope to have *DUNE* ready for the next ORIGINS.

BISMARCK

Bismarck is finally rounding into some kind of recognizable shape. The mapboards and counters have been completed. Many of the charts and tables have also been finished. As of this writing, testing of the optional rules and the organization of the advanced rules are all that remain to be done.

The heart of the game is its advanced combat system. Based on the miniatures approach to battle, it emphasizes the important aspects of tactical naval combat such as shell size, armor protection, rate of fire, target acquisition, etc. We are so enthusiastic about this system that we plan to expand it to other situations if the response (i.e., sales) is as favorable as we expect.

Also included are many interesting options which can be tacked on to the basic system as desired. It permits the gamer to approach the Battle of the Atlantic in various degrees of intensity. In its simplest form, *BISMARCK* recreates the hunt for the *Bismarck*. At its most complicated level, *BISMARCK* portrays the entire war in the North Atlantic for a weekly period. Such options as weather fronts, submarine and destroyer torpedo attacks, regular and specialized convoys, fuel and ammunition expenditure, etc. force the players to confront the same decisions faced by their historical counterparts.

BISMARCK will be available in the spring at a slightly higher price, $12.00, than normally charged for a flat box game. In exchange, you will receive three game boards (total area is the same as one flat box board), large sheet of counters printed on both sides, Hit Record pad, set of charts and tables, set of maneuver and range gauges and the Battle Manual.

. . . Mick Uhl

THE LONGEST DAY

LONGEST DAY moves apace! This is crazy. Here I am putting together a monster game with the same techniques and fidelity of detail I used for *STARSHIP TROOPERS*. Except, design steps that took a few hours on *SST* take literally days on this game. The research is set, with the exception of the documentation for the scenarios. The rules framework has been decided on, and the rules have been blocked out. We are going to go with a Programmed Instruction approach at this point, keying five scenarios and a campaign game to five rules modules. This is desirable, due to the relative distribution of the rules which puts the bulk of the specialized rules

into one scenario: the invasion scenario. Since the invasion is only one turn out of the entire game, the PI approach allows us to put the invasion scenario *last* and let the players get into *Cobra, Mortain, Operation Goodwood, Fall of Cherbourg*, and *Falaise Pocket* before they have to fool around with the invasion mechanics.

The *really* exciting thing to date is that the thing WORKS! We've put together a system that has elegance and simplicity yet is yielding remarkable results insofar as its historicity. The rules will—hold onto your hats—probably be SHORTER than those for *AIR ASSAULT ON CRETE*. And, no, it's not a simplistic design system, it is simply a very rational one. It is a demanding system that should challenge everyone.

Think of *LD* as a DIVISIONAL game of the Normandy campaign. Yet, players move company/battalion pieces around the board. Contradictory? No, because we are attempting to put together a game wherein players make divisional-level decisions using battalion-sized units. Players evaulate the situation and execute decisions based upon the condition of their DIVISIONS which happen to be made up of anywhere from thirteen to twenty-one individual units. We've also managed to grind out very compact air and naval subsystems which keeps everything in proper perspective.

We think you will go ape over the mapboard, and the player aide graphics and layout should surprise you too. I'm proud of the effort to date and I think that Avalon Hill customers will be greatly pleased.

. . . Randy Reed

MARNON

TREASURES OF MARNON is a new addition, a fast little game of conquest and treasure-hunting in a fantasy realm populated by orcs, sorcerors, heroes and a very hungry Dragon. This is an easily-learned game with a lot of subtle strategies, for up to six players. In addition to competing with each other, the players have to deal with the constantly-breeding orcs, a Dragon that is constantly chewing up the countryside, and a Magician who wanders around bestowing blessings and peace on an unwilling countryside. Each player sets up his own little empire while all this is going on, capturing castles and clearing out fiefdoms so that he can build up the strength he needs to finally win the game by capturing the treasures he wants. In a way this is a battle game, but it is so fast and easy to play that non-wargamers can enjoy it enormously—while wargamers try to figure out what strategies and tactics to use against a dragon. This game is in playtest.

MAGIC REALM

MAGIC REALM is in the playtest stage, with the main emphasis right now on streamlining and fine-tuning the various parts of the game system so the players spend the maximum amount of time making decisions and playing the game. The players should be able to have all kinds of different adventures within a reasonable amount of time, as they try to deal with the dangers and opportunities in the Magic Realm, so in the playtest we're tinkering with the existing game system in order to extract all the waste motion. Specifically, combat has been made short and decisive, magic has been made more potent by pulling out weak spells and replacing them with more varied and important

spells, and the threats to the player-characters have been grouped into more threatening groups—that incidentally offer more alluring rewards.

GUNSLINGER

GUNSLINGER is still awaiting the writing of playtest-quality rules and actual playtesting. The game elements have all been designed (but not finalized); individual battles are geared to last perhaps half an hour in game time. There are separate rules sections for gunfights and melees, with campaign rules that allow for much longer scenarios, compressing the time between battles. The Code of the Old West figures prominently in the campaign rules, and defines the victory conditions in the shorter scenarios. Small two-sided isomorphic game boards allow for many different scenarios, set in the towns or settlements of the old west; the emphasis is on very tactical gunfights, ambushes and confrontations. Each hex is 6 ft. in size, each turn (during a battle) is 2 seconds. The game system is extremely fast and playable in recreating the legendary (and mythical) gun duels of the old west.

TRIREME

TRIREME is still on the back burner, but is getting ready to move up. As I explained to many of you at the conventions last summer, the movement, maneuver, melee and missile fire rules have all been worked out but have been only partially playtested. An interesting (and unforeseen) aspect of ancient naval warfare was the constantly changing balance between the importance of boarding tactics and ramming tactics; at one time or another one tactic would have a definite advantage, usually depending on the skill of the sailors at that time, while at other times naval tactics were a mixture of ramming and boarding. The game system has been designed with great care to allow the different types of tactics, and the ship capabilities have been assigned so that the appropriate navies have the appropriate capabilities at the right times. The scenarios run from Artemesium and Salamis (during the Persian invasion of Greece) to Actium (Roman against Roman) several hundred years later, dealing with actions and parts of major battles involving pentekonters triremes, quadriremes and quinqueremes, and more. Ships occupy two hexes (usually), marines are small counters on the ships, and the game system deals with reaction time, momentum, oar-snapping, and so on; the game system is somewhat easier to handle than *WOODEN SHIPS*, since the number of ships represented is usually about thirty to a side (to fight the really large battles it will be necessary to put several games together). Orders of battle and tables of equipment have been worked out for the Greek period; the largest single task remaining is to work out similar data and scenarios for the Dionysian and Roman periods, with their war engines and larger ships.

. . . Richard Hamblen

FROM THE SPORTS DESK:

Our sports game quarterly, *ALL-STAR RE-PLAY*, is about to go to press with its fourth issue. The highlight of this issue will be an article and insert which will allow owners of our *STATIS-PRO NBA BASKETBALL* game to play the memorable championship series between the New York Knicks and the Los Angeles Lakers in 1970. Player cards are included for the top nine players from each team.

REGATTA goes on apace. After enduring the buffets and variable conditions engendered by attempting to put three pounds of neat ideas into a two-pound game, ace rookie designer Bruce "Flying Jibe" Milligan is hard at work trying to make the game a little more realistic while keeping it just as simple as the original version.

STATIS-PRO MAJOR LEAGUE BASEBALL is also nearing completion, with the game receiving the same "polishing" given to *NBA BASKET-BALL*, including rewritten rules and a handy playing board.

TITLE BOUT, our boxing game, should be out in the Spring, and will give individual cards and ratings for about 320 boxers from both the present and past, with about 120 others rated on charts. All of the greats of boxing history will be included in the game, with two cards for Muhammad Ali, one at his current level of proficiency and one at his peak. Everything that happens in a real bout (except for Edie Williams jumping into the ring) happens in this game, and it was very well thought of in its earlier incarnation, *TRUCO BOXING*.

. . . Bruce Milligan

The *U.S. AUTO CLUB RACING GAME*, incorporating data supplied by USAC, is now finished and in production. This is a combination stat/strategy game based on the Indianapolis 500, with player cards representing 33 top racing drivers. A special collectors' feature of the game is the full-color portrait photos that appear on the back of each driver's playing card (sorry, we don't include any bubblegum with the game).

. . . Thomas Shaw

Gentlemen:

Recently in Vol. 14, No. 5 of the *GENERAL*, an article on 3R appeared by Richard Shagrin entitled "The Early Years Reexamined". Richard brought up the idea of a German lightning attack upon the Russians in the Fall of 1939. The theory was logical if the Russians based their entire fleet in Leningrad and Leningrad was not well defended. Then the Germans could make a quick attack from Finland capturing Leningrad and thus removing the entire Russian Navy. Proposed also was the simultaneous capture of the Baltic States, being that the offensive option was free.

I decided to write about this theory since it recently was put to the test. I played Richard Shagrin and the following is a brief commentary about the game.

The words "I'll declare war on Russia," uttered by Richard startled me. I questioned whether he was joking. I also pointed out that I had great respect for the Russian Army. His reply was, "I have very little". The German blitzkreig of Russia was on.

By the Fall of 1939, Leningrad was occupied by the Germans; the entire Russian navy was destroyed; Germans had rolled through and conquered the Baltic States and new infantry guarded against the French and English in the West. All was going well according to Richard's plans. However, just like operation Barbarossa, after the initial gains things started to go wrong. The combined allied forces of the Soviet Union, Poland, England, and France took BRP superiority and moved twice. (You must remember this and plan for it if you intend to attack Russia.) Instead of the Russians pulling back to Moscow after their heavy losses, they along with the Polish, launched two massive attrition turns against the Germans in the East. The dice were good and by the Allied turn in the Winter of 1939, the Germans were all but removed from the Eastern Theater of operations. All that remained were two units in Leningrad. The Baltic States and East Prussia were captured from the Germans and Warsaw was still in Polish hands.

The German turn in the Winter of 1939 and the Allied turn in the Spring of 1940 gained little other than Italy joining the war on the side of Germany.

The German Spring turn likewise resulted in little gain but they used a large amount of BRP's to build Armor and Air units as well as receiving 10 Italian Air factors. It looked like the Germans were going to make a big push in the Summer of 1940. The superior Allied BRP position allowed the Allies to neutralize this threat. Russia made a breakthrough near the Hungarian border holding up some of the German Armor with their zone of control. Allied Air power reduced the German and Italian Air Force to only 6 factors. (Here one should note that with the Russian Air Force at the Polish border, the French Air Force at the Maginot Line and the British Air Force at Great Yarmouth, all but 10% of Germany is subject to Allied Counter Air and without air power very little can be gained.)

In Italy things were also going bad. The French and English without any German pressure had the necessary resources to give the Italians a pounding and they did. A bridgehead was established on the eastern coast of Italy and the strategic port city of Genoa was captured. Realizing the situation hopeless, Richard offered to surrender if I would accept, . . . I accepted the win.

In retrospect I feel to attack Russia so early is extremely risky if not disastrous. A point that one might consider if one still plans to attack Russia is not to attack the Baltic States. This will cause the Russians to move in free, and pick up more areas to attrition from. Let the Russians pay 25 BRPs if they want this area. This will cause the Russians to use BRPs which are badly needed, for they had lost 15 BRPs due to the loss of Leningrad.

Donald J. Errico
Brooklyn, N.Y.

★★★★★

Dear Don,

I was surprised and confused to read the introduction to Michael Gray's article "Strategy for the Fourth Man" in Vol. 15, #2. The introduction, as a reminder, detailed how this article on *Rail Baron* was bounced from *All Star Replay* to the *General;* the *General*, of course, being a "wargames" magazine, the decision was made to make an "exception" in this case and print the article.

Come on now! I have been an avid AH gamer for longer than I care to admit. One of the main reasons for this long love affair is the simple fact that AH "takes care of her players." There has always been a dedication to improvement, comment, and up-date of ALL AH games. There has always been articles available to new and old players alike, on ALL AH games. Why this silly problem of "this is not a sports . . . war . . . game?

May I suggest that you have your staff READ some of your own material? Take for example the editorial comment that appears in every issue of the *General:* ". . . dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill GAMES OF STRATE-GY." I do not find mention of Wargames. I do consider *Rail Baron* a game of strategy.

I know, I know. There will be letters. The "hard-core" will cry that there would have been room for a really important article (i.e. sewer movement and personal health in *Squad Leader*, etc.) about a WAR game. But, AH is no longer (has never really been) a WAR-game company. AH is now a GAME company. Part of the thrill of having your company issue the old 3M line and other non-wargames is that now there will be the same dedication to the player of these games as there was for the wargamer.

Articles on non-wargames *must not* be on an "exception" basis any longer. I love the war games as much as anyone, and I would expect the majority of articles in the *General* to remain in the war game tradition. But times have changed. There was some reason that you expanded into the non-war game to such a heavy extent. Please don't let us down because you are afraid to tread on some old, entrenched toes. Who knows, a few more articles on a regular basis about the OTHER side of Avalon Hill gaming and some of those old, entrenched gamers just might add some exciting variety to their gaming lives.

CPT Bruce Degi
USAFA, CO

Although I agree with the sentiment expressed, I'm afraid that there were letters and that the negative ones outnumbered the positive by a clear majority. Non-wargame articles appearing in the GENERAL will have to remain on the Exception basis, if at all.

★★★★★

Dear Mr. Greenwood:

Reference Valentine Germann's "smoking" critique of *VITP* in Vol. 15, No. 2's letters.

Although I too was disappointed in the lackluster *VITP* playback, I strongly disagree with his opinion of *VITP* as an uninspired horrible turkey. Judging from his opinion that the Americans can not lose—"ever"—it is obvious he has not yet grasped the nuances of proper play. Valentine has missed the boat.

I have been a wargamer for the past 18 of my 30 years. I have played many games which fit Valentine's description but *VITP* is not one of them. I believe Valentine expected *VITP* to be a simulation and therein lies the reason for his displeasure. *VITP* is a *game*. It has simple mechanics and juvenile combat resolution. This one can be played by anyone "ages 12 and up" as the box says. However its simplicity belies the depth of grand strategy and tactical decisions experienced players will face in pursuit of victory. Even though it is rated introductory, proper play is a culmination of the system's nuances employing economy of force, deception, and the leverage created by raiders and the multi-phase movement system. Twelve year olds can play chess too, but like chess, the more you get into *VITP*, the greater will be the degree of concentration required to win. What works well in one game may not the next depending upon both side's capabilities every turn of movement and every round of combat. There are myriad strategic and tactical options, but there is no room for error. One mistake can be fatal.

That is the beauty, the brilliance, of Hamblen's system. Any designer can burden us with voluminous rules in the name of complexity, but Hamblen has given us a simple system which demands logical thinking, imaginative planning, and flawless execution—not a memory course. It's fun to play—not work.

As for balance, the USN does *not* have a lock on the game as Valentine thinks. In fact the game slightly favors the IJN. Use of Hamblen's optional rule 25 evens things out. *(General,* Vol. 14, No. 4.)

As a game *VITP* is in the classic tradition of early AH titles. As a simulation it is of necessity abstracted to permit playability of an epic campaign. Even so, players will face strategic decisions at every turn which follow those which confronted the opposing high commands. However if Valentine wants to smell cordite and damn the torpedoes he should buy a house with a two car garage, quit his job, and play WAR IN THE PACIFIC—if he can.

Chris L. Roehl
San Antonio, TX

Your contention that Germann's comments re: play balance were off base seem to be substantiated by the article in CAMPAIGN No. 88 wherein that author claims the game is just as unbalanced as Germann did—only he feels it favors the Japanese so much that the Americans can't win.

★★★★★

Dear Sirs:

As a wargamer of ten years, I have played many of your games, especially the older ones. In fact, my first game was *BLITZKRIEG*, which I still have in my collection. Lately, though, I have been engrossed with your *THE RUSSIAN CAMPAIGN*. I have always been interested in the history and simulations of the Eastern Front, so this game was particularly fascinating to me.

A long time ago, when I was involved with a club called Aggressor Homeland, I put out a magazine that was distributed among some of that club's membership. In several of the issues a series on "Wargaming Australian Style" was run, which was sent in by a friend. These articles outlined a variant for your game *STALINGRAD*, as well as a new game covering the entire war in Europe. The variants were designed by John Edwards, the same designer of your recent *RUSSIAN CAMPAIGN*. The name in the design credits of your game somehow rang a bell in my memory, so I looked into the issues of my magazine.

I am enclosing a copy of the article on the *STALINGRAD* variant for your benefit. I think it is interesting to see how the game, as conceived by Mr. Edwards, has changed from the variant form to its final, published version. Some (actually very few) of the rules have remained intact, but almost all the rest, including unit strengths and compositions, have been radically changed. It is also interesting to note the long passage of time between Mr. Edward's variant in my fanzine and the publication of the completed game. Game designing is obviously not an overnight thing.

Gregg Keizer
Salt Lake City, UT

★★★★★

Dear Mr. Greenwood,

A few issues ago (Vol. 13 No. 5) there was a letter from a programmer (Stephen Kilmer) who was interested in the possibility of computerizing Avalon Hill games. Although he wondered when "you at Avalon Hill" would computerize your games, I can see that you have neither the time nor the facilities to do such a large job that would be useful to such a small percentage of the wargaming population.

Being a beginning programmer, I am fascinated by this idea, but cannot (because of my inexperience) begin to computerize any games. I was wondering if any readers (including Stephen Kilmer) have done anything with this concept. I would be happy to exchange ideas or to hear of anything that has been attempted.

I am particularly interested in computerizing *TOBRUK;* seeing how easily it could be converted with its relatively simple game mechanics (i.e., no terrain, tables, many die rolls, etc.). Please send thoughts or information to the address below.

Jay Trotta
144 S. Highland Ave.
Baltimore, MD 21224

Dear Mr. Greenwood:

As a fellow "incurable *THIRD REICH* enthusiast", I am very pleased with both the content and publication of "Correct Third Reich" by Stuart Smart in Vol. 15, No. 2. By compiling this list of clarifications and official interpretations, Mr. Smart has filled a cavernous void which, I am sure, has plagued other *3R'rs* as well as myself.

Nevertheless, I wish to address a few topics which Mr. Smart did not cover as thoroughly as he could have, nor to the satisfaction of some opponents of mine who will undoubtedly misconstrue his wordings. I write this only in an attempt to clarify, with no intent to criticise what I consider an excellent handling of a difficult task.

Reference numbers are to corresponding paragraphs in the article:

3.52 France does not automatically fall if the French can counterattack Paris at only 1:3 or 1:4. A 1:3 or 1:4 counterattack can be made on Paris provided an exchange will either clear all Axis units from Paris or decimate them to the extent that French armoured units making a separate attack can breakthrough and exploit into Paris or attack the Axis remnants in Paris at no less than 1:2 odds. Naturally, the units involved in this second attack must have been supplied from London or begun the turn in Maginot hexes; been unable to reach Paris during normal movement due to blocking Axis units; and be attacking the units which blocked them from the French capital. Admittedly this is an unlikely situation, but who knows; it happened to me!

Third paragraph of 3.52: British units remaining in France can move provided they are supplied from London via fleets and control the port(s) and hexes in France through which their supply line runs.

4.3 Malta is a fortress, therefore Allied units on Malta do not require supply by sea unless both Gibraltar and Suez have fallen.

Mark C. Nixon
Rossford, Ohio

★★★★★

Dear Mr. Greenwood:

This is not a typical letter to the editor. I felt compelled to write you because of the death of a wargaming friend—a friend who I never met face to face but knew only through the mail. Frank Farrell and I met through the Opponents Wanted section of *THE GENERAL* and our friendship expanded from there.

I have been a devoted wargamer since the late 1950's when I was given the original Gettysburg as a gift. My interest waned while I was in college in the 60's, but when I decided in 1971 to get back to wargaming I subscribed to *THE GENERAL*, looking for play-by-mail opponents. Frank Farrell's ad was the first one I answered. Over the next seven years Frank was a good and faithful opponent, primarily in *1914*. I put up with many other PBM opponents in that time—unanswered moves, crazy rules interpretations, return addresses of "18th Panzer Division", etc. But Frank Farrell, by chance the first I contacted, was by far the most mature, steady and competent of my opponents.

Frank Farrell died on June 9 of this year. During the seven years I corresponded with Frank I never knew of the tremendous physical problems and pain which he lived with daily. His widow was kind enough to write me recently informing me of his death. Sadly, I knew nothing of this until his death.

I wrote this letter because I feel that too often for many wargamers the Opponents Wanted listings are just a means of adding to one's victory total or ratings. There are real people and lives behind those names. For me it added a deeper dimension to wargaming. I found an extraordinary friend through those listings. Now that he is gone I will miss him greatly. I felt this story was worth passing on to you.

Sincerely,

David S. Jeffery

And we thought it worth passing on to the readership.

READER BUYER'S GUIDE

TITLE NAPOLEON $12.00

SUBJECT Operational Level Game of the Waterloo Campaign

NAPOLEON is the 40th game to undergo analysis in the RBG and managed to rank 19th on the list with a cumulative rating of 2.77. This score was probably helped by the relatively small number of respondents to the survey this time; a fact which may be attributed to the negative reaction to an "old" title. *NAPOLEON* had been widely available to the veteran hobbyist for years from its previous publisher, and doubtless many readers who had purchased it in the GAMMA TWO edition never acquired the only slightly refined Avalon Hill version. Nevertheless, for a game with two strikes against it from the outset, (old design and introductory level complexity) *NAPOLEON* did quite well in gaining a niche in the top half of the RBG—considering the widespread preference of the readership for complicated games. Indeed, we are considering a similar game system for a Civil War campaign game.

The game system is truly unique in wargame circles; being somewhat of a cross between the movement/fog of war techniques of *STRATEGO* and the simple combat results methods of *WAR AT SEA*. *NAPOLEON* remains faithful to the fundamental simplicity of the two aforementioned predecessors, while adding a variety of sophisticated, yet simple unit type differentiation rules to add further strategic and tactical decision points while capturing the flavor of a Napoleonic era campaign.

Statistically, the game fared best in the Physical Quality area, where it had the 5th best rating of any game analyzed thus far; undoubtedly a result of the game's handsome wooden 3-dimensional playing pieces. On the other side of the coin, the worst performance came in the realism category, where players traditionally equate the absence of a hexagonal movement system with an equal lack of realism. We have yet to see an area movement system rewarded with high realism ratings amongst veteran wargamers. On the positive side, the playing time of 1½ hours is a refreshing change from the drawn out campaigns of more sophisticated simulations and allows players to change sides and partake of several complete games in a single afternoon.

1. Physical Quality 2.04
2. Mapboard 2.96
3. Components 2.03
4. Ease of Understanding 2.25
5. Completeness of Rules 2.86
6. Play Balance 3.25
7. Realism 4.18
8. Excitement Level 2.46
9. Overall Value 2.89
10. Game Length . . . 1 hour, 31 min.
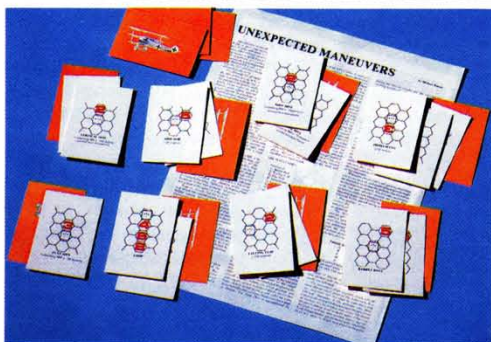
RICHTHOFEN'S   MANEUVER CARDS

Vol. 14, No. 4 of the *GENERAL* printed a variant for *RICHTHOFEN'S WAR* which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel

Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for $2.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

COMING UP NEXT TIME

MIDWAY
4 JUNE 1942, 0745

THE QUESTION BOX

SUBMARINE:

Q. What constitutes the "wake" of a ship?
A. Every hex that the ship occupies, passes through, or pivots its stern into during its move.
Q. How do you determine whether the weather is sunny or cloudy as it relates to submarine visibility?
A. Use of the Weather Table (50.3). If the result is clear, the conditions are sunny or moonlit. Any other result is cloudy or dark.
Q. How do you make a "down the throat shot?
A. To allow for "down the throat shots", players may use the following Advanced Game rule: If, in the first turn of fire, a torpedo strikes an escort from directions 1 or 2 and the escort had ended its move with a straight move (i.e.,) not in a left or right turn), then the torpedo gets a –2 modification to the colored die. The torpedo must be aimed. There is no modification for shallow running.
A. Are night action modifications cumulative or do you use only the worst case?
A. You use only the worst modification.
Q. What cross grain torpedo shots are legal?
A. Allow submarines to fire the following cross grain torpedo shots:
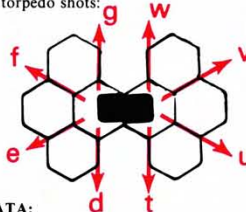
ERRATA:
Changes to Rules Manual—
15.6.1 Change ASW to ATW
Scenario 1 Change U. 128 to U. 47

Scenario 3 Change VIIC to IXC
Scenario 4 Change Herzog's starting location to N39
Scenario 6 Add italicized number into Victory Conditions: "The carrier must exit edge 6 of the mapboard . . ."
Scenario 9 Change date from fall of 1943 to spring 1944.
Scenario 11 Order of Battle, Change 2-T2 Tankers to 4-T3 Tankers. Change 2—IC2 Merchantmen to 2-EC2 Merchantmen.
Scenario 12 Optional Rules, Change to italicized number "(see 26.0 for instructions)."
29.4 Add "ASDIC" to "sonar", delete "ASDIC" from "Radar".
34.75 Attack Points, Change "sonar" to read "radar" for the sections containing "ordinary radar", "10 cm radar", and "3 cm radar".
36.1 The caption "hexside" belongs to the top illustration. The caption "hex grain" belongs to the bottom illustration.
40.9 Evasion Table: Change footnote to read "add one to the colored die".
50.3 Weather Table: The table is modified as presented below.

Atlantic and North Sea	Mediterranean
61-66 Gale	66 Gale
41-56 Storm	61-65 Storm
21-36 Rough	34-56 Rough
11-16 Clear	11-33 Clear

48.2 Change to read, "For each ship firing, the controlling player cross-indexes its gunnery factor with the range . . . ."
51.3.1 Switch illustration captions.
51.4.2 Ignore stern torpedo directions as neither XXI or XXIII submarines had stern tubes.
51.5.3 second sentence: Change "normal" to read "30016"

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
3. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
4. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
5. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
6. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
7. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
8. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
9. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
10. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
11. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
12. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
13. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
14. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
15. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
16. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
17. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
18. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
19. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
20. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
21. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
22. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
23. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
24. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
25. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
26. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
27. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
28. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
29. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
30. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
31. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
32. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
33. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
34. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
35. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
36. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
37. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
38. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
39. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
40. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

Vol. 15, No. 2 garnered a 3.44 rating, making it the best of the last three issues, despite many protests over the lack of a Series Replay. General consensus . . . you like the idea of die cut variant counters and new scenario inserts, but not at the expense of other features such as the Replay. Actually, one thing has very little to do with the other as Replays are in very short supply—we can only print what we have. We will endeavor however to have our cake and eat it too by trying to print more of both types of features in the future. The individual article ratings shaped up as follows on our 1200 point scoring system based on 200 random samples:

Is everybody ready for our annual price increase? Effective February 1st, 1979 all Avalon Hill games previously listed at $10 will cost $12 in an across-the-board price hike encompassing not only the wargames, but sports and former 3M (now known as Leisure Time) games as well. Address your letters of complaint to INFLATION, c/o President Carter at the White House. A blow to the pocketbook like this should always be preceded by a grace period in which faithful customers get a chance to engage in one last buying spree at the previous year's inflated prices so consider this your advance notice. We will accept mail orders at the 1978 prices until the end of March. After that, orders will be returned for additional funds.

We are currently accepting applications for a very limited number of outside playtesters for the FORTRESS EUROPA and BATTLE OF THE BULGE projects. Applicants should be at least 18 years of age and willing to devote a great deal of time exclusively to the playtest during the March-June prime period. Testers should have access to other players in the area willing to participate at length and be willing to play devil's advocate with every aspect of the design . . . from play balance to punctuation. Testers who do an outstanding job will be poorly rewarded with free AH merchandise at the whim of the project director. Only those applicants accepted will receive a reply. Address your applications to the attention of Don Greenwood at Avalon Hill.

Somehow Tom Oleson, that incurable romantic in search of the perfect game, has conned us into issuing a 3rd edition rulebook for ANZIO to correct a few mistakes which found their way into his last effort. The errata is hardly worth the cost of a new rulebook but Tom also slid in a few very important rules changes which will have an effect on play balance. The existing 2nd edition is an excellent game in our opinion, but those who pursue the ever elusive perfect set of rules or just want to stay current may order the 3rd edition rules from our parts dept. for $2.00 plus the usual postage charges (10% of dollar amount for Americans, 20% for Canadians, and 30% for overseas customers).

Tom Oleson, who has made it his life's work to turn ANZIO into the perfect wargame has asked us to relay the message that he hasn't forgotten you folks who've asked him for his latest ANZIO addendum—he's just waiting for the new edition of the rulebook to appear so that

---

Infiltrator's Report

the addendum will be consistent with the 3rd edition. He'll be sending you his labor of love in due course.

Would you believe that the site for ORIGINS '79 has been changed again? Now it's back to Widener College and a June show as opposed to the July date in the George Washington Motor Lodge. It appears that the latter facility was found lacking in sufficient gaming space for the many events featured in an ORIGINS. We anxiously await the next Progress Report as 1978 draws to a close and ORIGINS V grows closer.

DIPLOMACY WORLD, that rip-snorting magazine of the super game of international intrigue, has undergone a bit of a face-lift and has come through the surgery better than ever. Now edited by Conrad von Metzke (who has been involved with this game since 1961!), *DIPLOMACY WORLD* has accelerated to a bi-monthly schedule and has also converted from digest size to full magazine size, meaning more current information and more content per issue. That content includes: Articles on play of the game in all its many aspects; ratings of active gamers; hobby news and convention information; letters from avid fans; maps and rules for Diplomacy variants; and absolutely anything else they can find that fits. Subscriptions cost a mere $4.00 for three issues (six months) or $8.00 for six issues (one year). Outside the U.S., add 25% for foreign postage. If you prefer, send them $1.75 and they'll whisk off one of their latest issues anywhere in the world. Send your check to: DIPLOMACY WORLD, P.O. Box 626, San Diego, CA 92112.

PANZER ARMY AFRICA, James Lucas. 1114 Irwin Street, San Rafael, CA, Presidio Press, 1977. 211 pp.; $12.95 cloth. This is the story of the desert war from the German viewpoint. The book falls into two parts: the fighting in the desert and that in Tunisia. In the former campaign, the German forces are fighting for victory; in the latter they are battling for their very existence. The author has made extensive use of material from original German sources and interviews with many men who took part in the campaign. Mr. Lucas details the problems which faced the Germans when they attempted to fit out a force for African service. His account of those problems, and how the German Army, complete novices to desert warfare, solved them, adds a new dimension to the story of the desert war. Weapons, logistics, terrain and German tactics employed in North Africa and Tunisia are all interwoven in the descriptions of the major actions fought between 1941 and 1943 in the African theatre. The author attempts to write an objective and impartial account of this war, and succeeds admirably. He praises the fighting abilities of all the participants (even the Italians) and substantiates that through his clear and concise descriptions of major actions fought. Rommel comes in for special praise and is seen as the first gentleman in a gentlemen's war. Pictures, maps and appendices detailing the order of battle of the German divisions, as well as the tactical components which made up those units is included.

The Arizona branch of OOPS is now in its 4th full year of tournament competition and continues to offer some of the best localized competitive gaming leagues found anywhere. Phoenix residents could do far worse than contacting Dave Slick at his 8225 E. Sells Dr., Scottsdale, AZ 85251 address to get in on the action. Their monthly schedule of activities for the coming year is as follows: Feb—Grand Prix (*SPEED CIRCUIT* variation), Mar—*CAESAR'S LEGIONS*, May-Jul—*BASEBALL STRATEGY*, June—*WSIM*, Aug—*KINGMAKER*, Sep-Dec—*FOOTBALL STRATEGY*, Dec—*BLITZKRIEG*.

THE ROYAL OAK DISASTER, By Gerald S. Snyder, Presidio Press, P.O. Box 3515, San Rafael, California 94902, 1978. 240 pp; illustrated; $10.95 cloth. The author has used the expiration of the Official Secrets Act to present publicly for the first time, supported by British and German documents, the full story of the sinking of the *Royal Oak*. His extensive research, including contemporary accounts, official reports, handwritten notes of most of the 424 survivors, and personal interviews with many of the men involved (including Donitz himself) make for a suspenseful minute-by-minute narrative of Gunther Prien's amazing raid on Scapa Flow and ends for all time the speculation that sabotage really sunk the *Royal Oak*.

The book deals not only with the raid of the U47, but how the plan was conceived by Donitz, the British caught sadly unprepared, and the final consequences—ranging from a grim British Enquiry to a gala German celebration, and closing with the details of Prien's final voyage and the Royal Navy's ultimate revenge. One is struck not so much by the enormity of Prien's deed, as by the complacency of the British who believed themselves secure in their home base, and what Prien might have accomplished had the anchorage been full, and had he not been plagued by malfunctioning torpedoes. As it was, Prien had to fire three spreads at a *stationary* target before seriously damaging the *Royal Oak*. The British, for their part, could blame much of the loss of life (833 dead) on the lethargy of a crew which failed to raise from its hammocks after sustaining a minor hit—only to be engulfed 10 minutes later as the vessel was gutted by a spread of torpedoes. A book of limited scope but great value for its high magnification of a deed often dismissed with only a few lines in conventional histories of the war. Highly recommended for naval enthusiasts.

The correct solution to Contest No. 85 was "2. Stand pat on the airfield and do nothing". If the German does nothing, he accepts an Allied attack at 2-1 with a 33% chance of recapturing the airfield. If the German player attacks—and fails, he accepts a 3-1 Allied attack with a 66% chance of recapturing the airfield. If he attacks and wins, he *still* must face a 2-1 attack from the Allied units. So, obviously, the best course is not to attack at all.

Contest No. 84 proved to be one of our most popular puzzles ever, judging from the number of entries received. The ten winners drawn at random from among the many with the correct solution were: T. Timko, Palm Bay, FL; P. Frank, Springfield, VA; J. Rau, Oak Park, IL; J. Wilbur, San Francisco, CA; P. Matusak, Youngstown, OH; J. Joyner, Ocala, FL; J. Broadwick, Mt. Clemens, MI; A. Faro, WNY, NJ; B. Hastings, Seville, OH; and K. Green, Newburgh, NY.

OPPONENTS WANTED

Actung! If there are any wargamers in Baldwin County please come out of hiding. I shall be merciful. Ftf Was, Jut, Mid, VITP, Sub. Joe Sariego, P.O. Box 308, Robertsdale, AL 36567. 947-7146.

Surely someone in Tuscaloosa area is interested in war? I play most anything but am partial to AIW Get'77, 1776, WSIM and Sub. Bob Davidson, 3003-23rd Ct. E., Tuscaloosa, AL 35401, 556-3618.

AREA rated 600 wishes to pbm PB, Anz, and BB. Will play for AREA or fun. Also ftf play. George Waldon, 100 N.W. 4th St., Corning, AR 72422, 501-859-3162.

Wanted ftf opponents to play SL, PB, PL, RW, Fr'40, LW, Mid, 3R or VITP. Will learn others. I am experienced willing to PBM. James Dickson, 1723 Roberts Way, P.O. Box 4231, Arcata, CA 95521, 822-6142.

Average player wants to pbm LW. Lives near San Jose. Paul Barker, 10258 Cold Harbor, Cupertino, CA 95014, 253-5620.

To play BB, Grad, Wat, UB, Tob, AOC. Am 13 but good. Steve Stratton, 1412 So. Mayfair, Daly City, CA 94015, 992-7016.

College student needs ftf opponents. Average player, have most Avalon titles. Roger Daggs, 1027 Olive Dr. Space 16, Davis, CA 95616, 916-758-4273.

Wanted ftf mature adult 20's willing to play most stock of games, mags. Interested in history. Dan Christian, 637 W. Hedges, Fresno, CA 93728, 209-264-6794. Any ftf players in Lakeside area? Have 3R, PL, WAS, BB and Krieg. Am not AREA rated. Am 15. Wayne Ingalls, 12265 San Vicente Ave., Lakeside, CA 92040, 443-2627.

Novice player seeks ftf, any AH game. I have AIW, Mid, PB, PL, VITP, WAS, and Cross of Iron. Call after six. A-26 Tenaya Hall. Bill Kerr, P.O. Box 6306, La Jolla, CA 92037, 453-2893.

Adult 27 novice wants ftf TRC, AK, WAT, BB. Can pbm TRC, BB. Marty Sandoval, 8388 Avenida Castro, Rancho Cucamonga, CA 91730, 714-989-6738.

25 yr. old player seeks mature ftf Dip, KM in SF. All skill levels welcomed. Also ftf RW, SL, and VITP. Jeff Wilbur, 510-A Hill St., San Francisco, CA 94114, 415-826-7293.

Above average player will ftf select simulations; no tactical games. John Gibson, please call me. I lost your number. Randy Heller, 246 E. Iris Ave. #14, Stockton, CA 95210, 209-951-2899.

Novice AH wargamer needs patient opponents for TAC and WAS. After I improve will go more complex games. Replies answered asap. Michael Shields, P.O. Box 6261, Torrance, CA 90504, 676-9461.

Adult player seeks same for ftf. Am mainly interested in WWII period. Alan Morrison, 13335 Burbank Blvd., Van Nuys, CA 91403, 213-994-4560.

Need opponents in Fort Collins area. 3R, AIW, TRC, and others. I'll teach and play as well for Chuck. Win or lose we'll have a good game. Chuck Leflar, 344 E. Foothills Parkway, Ft. Collins, CO 80521.

Pbm ftf VITP, CAE, TRC, DD'77, or '65, Grad, PL, 3R, LW, AOC, Fr'40, Alex, Blitz, Get'77, Tac, 1776, Nap I am 14, experienced. Albert B. Miller, 114 Reese St., Dover, DE 19901, 734-8752.

Beginning player wants ftf battle CL, KM, LW, UB, VITP, WAS. Please hurry as I'm getting rusty! Ed Belcher, 5801 N.W. 57 Ct., Apt. K-111, Ft. Lauderdale, FL 33319, 305-721-3085.

Palm Beach County Club invites all interested people to its monthly meeting at the N.P.B. Library the second monday of each month. All games played! Don Gilmoln, 827 Country Club Dr., N.P.B., FL 33408, 309-626-1963.

Average wargamer seeks opposition. I play 3R, TRC, PB, PL, Dip, AIW, Alesia, willing to learn others. Am 17. Have all weekends. No pbm. Lucas K. Smith, 4435 Yarmouth Place, Pensacola, FL 32504, 477-4234.

Help! Opponent wanted. Am 14 (not novice).

Have DD, LW, PL, RW, SL, Tac, 3R, UB, VITP, and WSIM. Will learn others. Brian Belmont, 5301 S.W. 3rd Ct., Plantation, FL 33317, 305-584-5301.

14 yr. old desires ftf for WSIM, SL, DD. Am fairly good not AREA. Willing to pbm but don't have the kits. David Ho, 475 Bayou Ct., S.E., WinterHaven, FL 33880, 324-7500.

Want serious pbm opponents for PB, PL, AIW, especially variants or new scenarios. Will ftf anything in LaGrange area. Brian K. Alden, Apt. 5, Charter Square, LaGrange, GA 30240, 404-884-9646.

AREA 1400+ opponents for pbm Grad, BB w all except one-way. Reliable, prompt play. Larry J. Kelly, 6249 B Tres Dr., Norcross, GA 30071, 404-448-0797.

WWII devotee needs ftf opponent. Have Anz, PB, PL, LW, TRC; will learn SL. Adult only. SE Idaho area. Rick Mellon, 1610 N. 8th St., Boise, ID 83702, 345-5754.

AREA 990 ftf, pbm. Jim Flynn, 1724 Mullens, Cahokia, IL 62206, 618-337-5306.

S.I.U. student looking for ftf players. Have TRC, 3R, Tob, SL. Will play yours as well. Mike Kelly, 319 Smith S.I.U., Carbondale, IL 62901, 453-5084.

13 yr. old fair player wants PL, LW, DD, pbm. Unrated player. Alan Jacobson, 798 Darlington, Crystal Lake, IL 60014, 815-455-2484.

Members wanted for International Gamers Assoc. Pbm for cash. $15,000 awarded in three years. Send 30c in cash of stamps. Forming ftf group, participants wanted. Paul S. DeVolpi, 603 Columbine, Lisle, IL 60532, 312-964-1297.

Ftf opponents for SL, VITP, 3R, PL, CL, Jut on WIU campus. Greg Buswell, 1310 Thompson Hall, Macomb, IL 61455, 295-7852.

Adult gamers for Sub, Gett'77, WSIM or your choice—ftf or pbm. Rev. Kevin Wenker, 9658 S. Melvina, Oak Lawn, IL 60453, 312-425-4961. Attn: Chicago area. New member wanted for Dip, KM. Joe Rau, 420 N. Marion, Oak Park, IL 60302, 848-9887.

Experienced player; 12 to 15 yrs. old; ftf SL, PL, SST, DD, AIW, RW, Tob. Willing to learn new games. Brian Humm, 932 N. Western, Park Ridge, IL 60068, 648-2465.

Attention wargamers! Send me info. about yourself (gaming interest). If response is sufficient will send to European contact to possibly publish a directory of wargamers. Gregory Noren, 2202 B Cherrywood Ln, Crest S.A.F.B., IL 62225, 618-744-1700.

Adult seeks AREA rated pbm games of TRC and WAT. All letters answered. Jeff Clark, 1210 S. Chase, Wheaton, IL 60187.

Wanted: a good gamer in the Orange County area. Have four years experience and own 65 games. Ftf preferred. Brian Stretcher, RR 2, French Lick, IN 47432, 812-936-9824.

Need pbm or ftf opponents in PL. Have pbm system. SL, TRC, (pbm kit coming), KM, and 3R. Will learn other games. All letters answered. John Leo, 7150 Larkshall Rd., Indpls, IN 46250, 317-848-9505.

Wanted ftf gamers for LW, SL, PB, PL, any wargame clubs in this area? Mike Pope, 1923 Glenridge Ave., Indianapolis, IN 46218, 359-6183. For sale: very good cond. Verdict II. Highest bid over $18.00 ppd. Jeff Lowe, 1424 Beaver Ave., Des Moines, IA 50311, 515-279-7073.

The Kansas Simulations Group is a wargamer's club in the midst of organization. We play all AH games. Mark Wade, 1329 Ohio, #6, Lawrence, KS 66044, 913-841-0198.

36 yr. old collector but only avg. player due to lack of opponents. Would like to meet other KY gamers. Ftf, pbm. Any clubs nearby? John Stewart, P.O. Box 132, Bardstown, KY 40004, 502-348-2419.

Average player will ftf any AH game, pbm BB, Blitz, PB, TRC, AREA rating applied for. Louisville players! Where are you? Rob Littlefield, 112 E. Magnolia #11, Lousville, KY 40208, 502-635-7818.

OPPONENTS WANTED

Need good ftf opponents. Will teach or play any size published game. I am 27 yrs. old and have been gaming for 9 years. Scott Jewett, 100 Chateau Rd., Apt. #42, Houma, LA 70360, 504-868-6175.

New Orleans area gamers. Will meet every thrusday night to play all published games. Richard Cuccia, 4725 Chastant St., Metairie, LA 70002, 504-889-0206.

Adult wargamer seeks ftf adult opponents in the Bel Air area. Will play most AH wargames. Prefer TRC, PL, PB, SL, WSIM, 1776, KM, Dip. Joseph A. Mutolo, 2059 Rainier Ave., Bel Air, MD 21014, 879-7194.

Opponent wanted for DD and 3R. Donald Tsai, 5310 Alta Vista Rd., Bethesda, MD 20014, 530-7751.

Help! Need ftf opponents for TRC, PB, PL, SL, VITP, others. Cumberland Wargamers where are you? Bryan Eshleman, 823 Mt. Royal Ave., Cumberland, MD 21502, 724-5541.

Opponents wanted for pbm PL, 1776, SL, SST, 3R, UB, WSIM, AIW, Org, RW, would like to play ftf. David Loeb, 20321 Aspenwood Lane, Gaithersburg, MD 20760, 977-6319.

AREA player desires rated games (pbm) of LW, TRC, AK, Blitz, Gett'64, BB, 'Grad, Fr'40, DD, PB, or Chess. All serious requests accepted. John M. Dowling, 2713 Urbana Dr., Wheaton, MD 20906.

Volunteers for Gm'd 1940 SC, 3R multi-player pbm, limited intell.SYS has 1 Campaign Commander & 3 front commanders per side. Adults only, firm commitment. Wayne Rice, 289 Main St., Rutland, MA 01543.

Novice player new to wargames needs patient player. Want to ftf. Michael E. Brown, 138 Hackett Ave., S. Attleboro, MA 02703, 617-399-7332.

Adult beginner seeks same for pbm. Have Alex, willing to learn others. John Witas, 31 Patterson Way, S. Boston, MA 02127, 617-268-5963.

Adult pbm AREA opponents wanted for Gett'64. Any ftf opponents in Cape Cod area? David McCormick, 54 Scudder Lane, West Barnstable, MA 02668, 617-362-9046.

1500 AREA rated player wishes to play rated games against same. Pbm or ftf in VITP, WAT, AK, BB, WAS, CAE, SL, NAP. GRAD, TRC. Jim Fuqua, 14677 Mapleridge, Detroit, MI 48205, 371-5869.

General slows polish warriors will accept anybody's challenge. Will ftf or pbm AIW, PL, PB, Fr'40, RW, SL, Tob, and more. Rich Slowinski, 20535 Barlow, Detroit, MI 48205, 527-1010.

AREA players wants pbm opp. for DD'77, Tac and Blitz. No beginners on these please. Will also play AIW but only the "B" situations. Bruce Matthews, 4095 E. Stanley Rd., Mt. Morris, MI 48458.

Need opponent to learn SL and Cross of Iron. Also, anyone got a good PBM system for Mid or Tob. Ftf any game. Dan Schulz, 1229 W. 12th Ave., Muskegon, MN 55379, 445-4163.

Want ftf player for RW. Willing to learn other games. Am not AREA rated. Will ftf, pbm or pbp. Chip Merton, 1654 Oldridge Ave. N., Stillwater, MN 55082, 612-436-3369.

Desire pbm chess opponents all letters answered promptly. Neal Traff, 3801 West Main, Tupelo, MS 38801, 842-9167.

Adult player desires pbm opponents for two-person DIP matches. Ftf other AH games. All inquiries answered. John Carroll, 4747 Linden Apt. 5, Lincoln, NE 68516, 402-489-7074.

Have started pbm club have many members and growing fast. AREA rated or not, list games and how good you are. C. F. Pinkerton, 781 Manor Dr., Reno, NV 89509, 323-1561.

Adult experienced player seeks ftf combat in Tob. TRC, Sub, PB, PL, 3R and others. Gradie Frederick, 42 Franklin St., Trenton, NJ 08611, 393-0953.

Wanted: additional scenarios for WSIM in back issue of General. Cpt. Garth G. Germond,

OPPONENTS WANTED

USMCA Wuerzburg, APO NY 09801, 09302-1756.

Any wargaming clubs in Suffolk County? If there is 1 need ftf in 1776, SL, 3R and other AH wargames. Carl Amling, 167 Fifth Ave., Bay Shore, NY 11706, 666-0182.

To the Texan who telephoned the 40+ war gamer from Centereach NY. Bob Paper strike over. Awaiting your oob for LW. G. W. Fornsel, 115 Wagon La. West, Centereach, NY 11702, 516-585-1165.

Am looking for a good pbm game of PB, Sit. 6, 16 or 23. Nobuya Higashiyama, 37 Byron Ave., Kenmore, NY 14223, 716-832-1711.

Adult player wanted ftf only for most AH games. Stephen Geisinger, 21 Sturbridge Ct., Inwood, NY 10954, 914-623-5127.

Seek AREA pbm opponents for TRC or PL (have same). Also ftf above plus LW, Mid, PB, RW, SL, 3R, WAS, WSIM. Rated 1200. Bill Thomson, 3B5 Plimpton Columbia Univ., New York, NY 10027, 212-280-1005.

Adult player wishes ftf opponents in NYC area in any AH game. Would like to join club. John Doris, 1959 McGraw Ave., Parkchester, Bx., NY 10462, 212-597-2004.

Ftf any AH WWII game. Have all titles. Can travel. AREA rated over 1600. Age 16. Walter Green, Tide Court RR#2, Wading River, NY 11792, 516-929-6949.

Anyone for ftf, pbm TRC, SL, PL, Luft, 3R? Michael McLaughlin, 36 Elm St., Westbury, NY 11590, 333-7967.

Pbm Bulge, TRC, DD, Wat, AK (Germans). Play to finish also all AH ftf. Sam Hudson, 1601 N. Greensboro St., Carrboro, NC 27510, 942-4476.

Help!! Isolated from enemies. Need opponents in blood/fun pbm Gett'77, ftf 3R, Gett'77 AREA 900 will learn all AH games. Answer all letters. Doug Lewis, 1305 Queen Anne Rd., Wilson, NC 27893, 291-7272.

AREA 900 wants to be unfrozen from winter of United States with pbm or ftf game of PB, PL, TRC. David Dockter, 3643 Evergreen, Fargo, ND 58102, 293-3402.

Beginner looking for exp. ftf Chan, Tac, SST, LW, willing to learn and buy other games and pbm sets, age 20. Live in Kent weekdays. Frank Ondrish, 25300 Rockside Rd., Bedford Hts, OH 44146, 216-439-5472.

Competent, 15 yr. old non-area rated gamer. New in town. Any clubs or opponents on West side? Will ftf, pbp most AH games. Ted Bird, 14099 Zaremba Dr., Brook Park, OH 44142, 362-7903. Openings in pbm Dip, WSIM and others—some samples of gamezine are available for a buck. Steve Heinowski, 1630 W. 28, Lorrain, OH 44052.

Am now looking for pbm 'Grad game, AREA rated. Still seeking local talent to become defeated at CAE, SL, WSIM, 3R, PL. PB. Will learn others. Brian Carr, 2801 Acres Rd., Portsmouth, VA 23703, 484-4872.

AREA 1200 untried seeks pbm, all replies answered for Wat, Grad, DD'77, BB, AK, Anz, PB. Also ftf PL, AIW, SL, Tob, 3R, W. Jaffe, 1441 Greenmont Court., Reston, VA 22090, 703-437-5613.

New members wanted for Tues. night gaming group. Contact Paul Barr at 703-938-9032 or Roger Nord at 703-573-6631.

High school armchair general wants ftf victims for any game except the classics. Also pbm. AREA 1200. John Kelley, Box 216, Klickitat, WA 98628, 509-369-4332.

Novice, 1st yr. of gaming, 24, seeks ftf Gett'77, 'Grad, UB or any other. Interested in a club. Shelby L. Gubin, 215 13th E. #211, Seattle, WA 98102, 322-1321.

Need pbm opponents for AK, Gett, Wat, Luft and Alex. An average adult player with some pbm kits. Jack E. Jewaat, 24508-38th Ave., Ct. E. Spanaway, WA 98387, 206-847-1281.

C'mon! German Oberst can't find a battle. Pbm AK, DD, or Grad. Me German. AREA 845. Working from six-hundred ftf in Eau Claire area. Bryn Babbitt, 1527 Spooner Ave., Altoona, WI 54720, 832-0247.

Wanted: Young adults for ftf Dip, KM, WSIM, Rail Baron. Anyone in WI or Chicago area '1829'—Hartland Trefoil? James Germain, 4580 Skylark Ln., Greendale, WI 53129, 414-421-4495.

U.S. armor ASSC member challenges anybody to large scale Panzerblitz win or lose, no draws.

Michael Moskowitz, 1103 Devereaux Ave., Phila., PA 19111.

Want ftf oppn. for Gett'64, 'Grad, AK, TRC, 3R, PB, area 1200. Am novice 13 will play ftf or pbm new games. Also pbm for 'Grad. Dan Durkin, 5949 Alder St., PGH, PA 15232, 362-3418.

Help! Am beginner would like pbm just joined AREA. Could use experienced BB. Grad for starts. Willing to get kit. Jim Egan, 1061 Sea King Dr., Warminster, PA 18974, 215-674-9352.

Adult desires pbm ftf TRC, PB, PL, DD'77 or most other AH games. AREA 600 provisional. Gerald P. McOsker, Willow Farm., Little Compton, RI 02837, 401-635-2896.

21 yr. old wants female gamers to help perfect new game search and source. Also ftf anything SE Texas, prefer simulation accuracy over playbalance. Charles Jehlen, 4240 Hwy. 365, #205, Pt. Arthur, TX 77640, 713-722-2006.

Non-AREA rated 14 yr. old will play pbm or ftf KM, Tob, SL, VITP, PB, SST, RW, CAE, BB, WSIM, Mid, 3R, and others. Jeff Katz, 2706 Old Orden Road., Tyler, TX 75701, 214-566-1093.

Young couple seeking multi-player KM in Upper SC. We also have and play 1776 and Rail Baron. Will learn others. John Woodson, 208 Parker Ave., Greenwood, SC 29646, 803-229-2282.

Anybody interested in initiating a beginner to PBM? Will pbm Anz. Also CAE, WSIM, Tac, WAS, SL. Have kit only for Anz. Use your system. Jim Menius, 14023 Georgian Dr., Hartsville, SC 29550, 332-9770.

Want ftf opponents for any games—two or more players. Would like to start club. All ages welcome. Don Lanza, 3917 Manor Rd., Chattanooga, TN 37411, 624-9576.

Opponent wanted: have Fr40, BB, Tac, AOC. Play VITP, WAS, WSIM, AK, TRC, DD, DD. I will learn all AH games. Answer all letters. Doug Kalteubeuser, Box 1047, Lusk, WY 82225, 307-3343670.

Supreme bug expresses regret for SST pbm disruption due to bug's move from DC and canadian postal strike. But again ready to crush Terran slugs. G. Fairbairn, Rm. 207-B, 315 Tenth Ave. S.E., Calgary, AB T26 0W2, 403-283-0187.

Challenge salvant aficionados for rated pbm, ftf DD'77, Grad, AOC battles. All letters acknowledged from self-appointed officers of U.S., German and Russian High Command. Robert W. Lidgren, 4623 Whitehorn Dr., N.E., Calgary, Alberta, Canada T1Y 1X2, 403-285-4293.

AREA rated games only pbm ftf PL, Gett'77, LW, SL, ftf only Tob, KM. Bill Barber, 210 Thomas St., Oshawa, ONT L1J 1M1, 579-8620.

Adult gamer seeks ftf opponents for SL, TRC, 3R, Anz, SC and other board games. Would like to join clubs in Ottawa area. Sonny Kwok, #144-3225 Uplands Dr., Ottawa, ON K1N 9V3, 523-6531.

TO BUY

'Grad revisionist needs willing ftf victim/playtester. Wanted: Fall Barbarossa by Bradley and Faubert (or just photocopy of map). Louis Coatney, RR4, Box 4927, Juneau, AK 99803, 789-0046.

For sale: 1914, played once, very good condition, complete $12. Send SASE for list of 16 other games. I pay postage in continental US. Lee Lasky, Highland Pines, Prescott, AZ 86301, 778-3137.

Sale of trade: 3M Thinking Man's Football, near mint! Where are you, Yuba-Sutter gamers?!! Desperate for ftf SST, Blitz, PL! Call (916) 742-4127. Chester E. Hendrix, 760 Sycamore Ave. Marysville, CA 95901, 742-4127.

Will trade or sell excell. cond. 1914 original Anzio. General back issues Vol. 10 #1, Vol 10 #3, with variants for Guad, Bismark send SASE. William Krasner, 95-396 Wala Loop, Mililani Town, HI 96789, 808-623-3103.

For sale or trade: Guad $15, Bismarck '62 $15, Gett'64 $7. Excellent condition. All items postpaid. Send SASE for list of military games, books, and magazines. 1st Lt. K. S. Rybak, D Co., 3rd Bn, 1st Trg. Bde., Ft. Knox, KY 40121.

For sale: Assorted games and magazines. Old, new, and collectors items available. All in good to new condition. Everything must go! James Silsby, Jr., P.O. Box 555, Ellsworth, ME 04605, 207-667-5781.

For sale: General issues Vol. 10, #6 thru Vol. 14, #6. PLUS many games not even played. SEND SASE! FAST! RANDOMIZERS! Now selling for $35 & $25. See Vol. 15 #2, for ad. 2 left! Richard L. Miller, 7708 Den Meade Ave., Oxon Hill, MD 20022, 301-248-3511.

For sale: 1914 good cond. $17.00. Original Chan $10.00, Guad exel cond. $20.00. Chris Beckman, 5752 Bluff Rd., St. Louis, MO 63129, 846-2729. For sale: Anz'69 and others. All good to very good cond. Best offer. Send SASE for list. Want pbm chess opponent. Bobby G. Stepp, 2401 Clybourne Rd. Apt D, Columbus, OH 43229, 614-471-4327. For sale: DD $13, Guad $15, 1914 w pbm pads $18, original Anz. w/new version $21, all in mint condition. I will pay postage in USA. James Germain, 4580 Skylark Lane, Greendale, WI 53129, 414-421-4495.

GENERAL BACK ISSUES

Only a limited number of GENERAL back issues are available for $1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make.

The index below lists the contents of each issue by subject matter; feature articles are designated with an (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue.

ALLIED
STRATEGIC
PLOT MAP

Reykjavik

Destination Hex

Ice Floes

Ice Floes

St. Johns

A B C D E F G H I J K L

GERMAN
STRATEGIC
PLOT MAP